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**Design Technology Policy**

**RATIONALE**

Design and Technology involves the application of knowledge and skills when designing and making products and helps to prepare children for the developing world.

All pupils at Stanningley Primary School are given the opportunity to reach their potential and children are offered support to help them overcome specific needs at any point in their learning journey.

**PURPOSES**

Our design and technology lessons encourage the designing and making of products to solve real life and relevant problems, so that children understand the important part that design and technology has in the world. The subject encourages children to use a range of materials and processes and to become creative problem-solvers, both as individuals and as part of a team.

At Stanningley Primary Art and DT is taught using *Projects On A Page*, which has been devised by the Design and Technology Association.

This policy ensures that at Stanningley Primary School we deliver the National Curriculum for Design and Technology through a range of cross curricular activities.

**EARLY YEARS**

In Early years children will learn skills and techniques using a variety of simple tools.

They will explore materials and have time to experiment on self-directed open-ended projects that stretch their imagination.

In addition, children will learn to follow steps and apply their skills and knowledge in order to solve defined problems and produce items that have a specific purpose that is relevant to them.

**KEYSTAGE 1**

During key stage one pupils learn to build on their imagination and talk about their designs and making. They learn how to design and construct objects safely and they begin to use ICT as part of their design process. Children design make and evaluate things that are meaningful to them and introduce the understanding of how design and technology is part of our everyday life.

**KEY STAGE 2**

In key stage two pupils work on more complex tasks continuing to think about their specific designs and products. Children evaluate their work and discuss modification and improvement in their own and other peoples designs.

Children learn about designers and the products that they have influenced. Children will learn about the changing world and how product design has altered as a result of this.

**HEALTH AND SAFETY**

All projects are carried out safely and children are taught to use tools carefully and appropriately.

Tools and resources are stored in the correct place and items that need replacing are brought to the subject leader’s attention.

**CONCLUSION**

*Projects On A Page* offers children the opportunity to work both in a structured and inventive manner, helping children to understand how the subject of Design and Technology fits into the wider world. Children’s work can be assessed through outcome of product suitability and purpose and also through evaluation, conversation and future planning.

Design and technology is an inspiring and practical subject which allows all children to draw on their creativity, imagination and skills and disciplines learnt in other subjects including mathematics, science, computing and art.

Pupils learn to take risks that are measured and considered. Children learn that their ideas can be modified and improved in order to make progress. All of these skills will have a clear impact on their ability to function in the world at a later stage in life, both in education and in their community beyond. We aim for our children to become resourceful and proactive as problem solvers and independent citizens.

This policy was adopted by Stanningley Primary School: November 2021

Review Date: November 2024

Head Teacher ****

Chair of Governors 