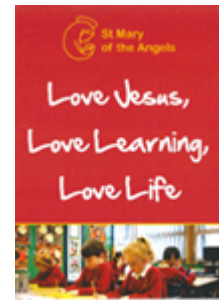# St Mary of the Angels Catholic Primary School
Design Technology Policy

Person responsible: Mrs. A. Postlethwaite

To be reviewed: July 2025

Aims and objectives

At St Mary's we value Design and technology to develop pupils' creativity and imagination, as they design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation

The objectives of teaching design and technology in our school are to enable children to:

- Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- Build and apply their knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- Critique, evaluate and test their ideas and products and the work of others
- Understand and apply the principles of nutrition and learn how to cook.

Teaching and learning style

- Teachers will use a variety of creative and practical activities, to teach pupils the knowledge, understanding and skills needed to engage in an iterative process of designing and making.
- Pupils will use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
- They will generate, develop, model and communicate their ideas through discussion, annotated sketches and diagrams
- Pupils will work in a range of relevant contexts [for example, the home and school, gardens and playgrounds, the local community, industry and the wider environment].
- They will be provided with opportunities to generate, develop, model and communicate their ideas through talking, drawing, templates and, where appropriate, information and communication technology
- Pupils will select from and use a range of appropriate safe tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
- They will have opportunities to select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics, functional properties and aesthetic qualities
- Pupils will be given time to explore and evaluate a range of existing products and evaluate their ideas and products against design criteria

including their own design criteria and consider the views of others to improve their work
- They will be given the opportunity to build structures, exploring how they can be made stronger, stiffer and more stable; and use mechanisms [for example, levers, sliders, wheels and axles, in their products.

Design Technology Curriculum Planning

Our school uses the national curriculum for design and technology as the basis for its curriculum planning. Planning for design and technology is incorporated within long term planning, thematic termly plans and short term weekly plans.

Assessment for learning

Children demonstrate their ability in design technology in a variety of different ways. Teachers will assess children's work by making informal judgements as they observe them during lessons. Teachers give oral or written feedback as necessary to inform future progress. Coverage and progression are recorded on our internal assessment system.

Resources

We keep resources for Design Technology with the art materials.

Outcomes

Through a variety of creative and practical activities, pupils will be confident in the knowledge, understanding and skills needed to enable them to engage in a process of designing and making as they draw on other subjects such as mathematics, science, computing and art. Pupils will be confident to take risks, as they develop and become resourceful, innovative, enterprising and capable citizens and they will understand how key events and individuals in design and technology have helped shape the world.