

Robsack Wood Primary Academy

Design and Technology Policy 2021

Intent

'Good buildings come from good people, and all problems are solved by good design.' Stephen Gardiner

'Technology makes possibilities. Design makes solutions.' John Maeda

At Robsack Wood we believe that design and technology education should inspire, challenge and motivate. We aim to provide all pupils with a relevant and high quality curriculum which provides opportunities for pupils to develop vital transferable skills through both independent and collaborative working. We believe design and technology develops pupil's skills and knowledge in design, structures, mechanisms, electrical control and a range of materials, including food. Design and technology encourages pupil's creativity and encourages them to think about important issues. Pupils will be actively encouraged to become problem solvers and risk-takers through thinking creatively and innovatively. At Robsack Wood, pupils will explore the designed and made world in which we live whilst being encouraged to consider important issues relevant to our rapidly changing world.

At Robsack Wood, we aim to ensure that all pupils:

- 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 a repertoire of 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.

At Robsack Wood, we aim to teach these skills through facilitating opportunities for all pupils to engage with activities which involve investigating and evaluating existing products; focused tasks in which pupils will progressively develop particular aspects of knowledge and skills and designing and making activities in which pupils design and make 'something' for 'somebody' for 'some purpose.'

Implementation

Design and technology should be taught on a regular basis in each and every classroom, and all aspects of the Design and Technology Progression Map should be taught to each year group. We aim, where appropriate, to adopt a cross-curricular approach with the wider curriculum, particularly with subjects where natural links can be fostered such as mathematics, science, computing and art. We do ensure that pupils develop a clear understanding of the importance of design and technology and why it is important to learn. We do not create artificial links between design and technology and wider curriculum, and we do not allow the individual importance of design and technology to be eroded.

Our Design and Technology curriculum is taught through three ambitious projects each academic year. Each of these projects allow pupils to progressively develop the knowledge and skills outlined in the national curriculum. These projects may be taught through weekly sessions or blocked into days of specific project work, which may run across full days or parts of days. One of these projects for each year group will be a cooking and nutrition project. This is because at Robsack Wood we believe that teaching pupils about Healthy Eating and Healthy Lifestyles is an integral part of our pupil's education.

Impact

By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in our Design and Technology Progression.

In order to assess pupils understanding of key knowledge and skills, each pupil records evidence of their research, design processes and evaluation.

This document should be read alongside our *Design and Technology Progression Map*.

Meeting the needs of all pupils

At Robsack Wood, we believe that all pupils have the potential to succeed, we also believe that design and technology can be a vehicle to enable our more vulnerable learners to engage with our broad and balanced curriculum due to its 'hands on' and physical nature. We also understand that design and technology can provide pathways into a wide range of industries and careers, including engineering, designing, architecture, information technology, carpentry and fashion – all of which we would like our pupils to aspire to enter into.

The learning provided for all pupils, including the most able, is consistently demanding in order to ensure that all pupils develop cumulatively sufficient knowledge and skills for future learning and employment. We aim to encourage all pupils to reach their full potential through the provision of varied opportunities to access our design and technology curriculum.

We recognise that our planning for design and technology must allow pupils to gain a progressively deeper understanding of key knowledge and skills as they move through the academy.

Policy status and Review

Written by:	Design and Technology Subject Leader
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