Design & Technology Policy

At Ellison Primary Academy we shape our design and technology curriculum to ensure it is fully inclusive to every child. Our aims are to fulfil the requirements of the National Curriculum of Design and Technology; providing our pupils with the imaginative, innovative skills to research, experiment, invent and design their own work whilst gaining a vast technological knowledge across this diverse subject. Our pupils will be given the chance to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values.

We aim to ensure that all pupils at Ellison Primary Academy receive high quality teaching of the subject of Design and Technology and gain a sound creative knowledge and understanding of the great designers of our past as well as our present. Linked to a number of disciplines such as mathematics, science, engineering, computing and art the children will be given the chance to take risks, problem solve and build upon their entrepreneurial 'tool box.' Throughout our concept let curriculum, the children will begin to understand how the high quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

Intent:

At Ellison Primary Academy, we aim for a high quality design and technology curriculum which engages, inspires and challenge pupils. Our curriculum will equip young minds with the technical knowledge and innovative skills to experiment, risk take and design their own works as a thought-provoking designer. Our curriculum is linked closely with the history of the great designers who influenced the world globally in the past as well as the current innovative designers who imaginative

thinking have affected our lives today. As we know design and technology plays a vital role in our lives. We are surrounded by designed and crafted objects which we use and rely on a daily basis. Pupils will consider how the past designers and advances in technology have influenced the present lives of today. We will compare how technology has grown and advanced through the years as it is a unique language of communication. As they explore the great designers of the past and present, the children will develop a chronological framework for their knowledge of design and technology history and will begin to understand the journey through the different periods of design and apply their knowledge in the classroom. Within design and technology, children are able to think creatively and express their own unique style within a celebration of their identity.

Implementation:

In ensuring high standards of teaching and learning in design and technology, we implement a curriculum that is progressive throughout the whole school. Design and technology is taught as part of a half-termly or termly topic, focusing on designer knowledge and progressive skills stated in the National Curriculum. Key Stage One children learn about the initial skills of design and technology such as lever design and basic textiles design; Key Stage Two children advance their skills at a greater depth. This has been planned in a chronological order throughout the Key Stage in order to progress our pupil's skills throughout their Ellison journey. We use a concept-based curriculum and ensure our units are planned to engage, progress skills and create a love of design and technology in which everyone is a designer. All pupils are encouraged to expand their imagination and curiosity. Our principal aim is to develop the children's knowledge, skills and understanding in design and technology within a creative curriculum.

To this we will:

- To offer opportunities to stimulate children's creativity and imagination by providing visual, tactile and sensory experiences and a unique way of understanding and

responding to the world

- Create and teach thoughtful lessons to build upon and apply a repertoire of knowledge and skills in order to design and make high-quality prototypes and products for a wide range of users.
- Build upon real life skills and understand and apply the principles of nutrition and learn how to cook.
- Assess the pupils understanding of the key areas of the design and technology curriculum. To design, make, evaluate and understanding the technical knowledge adapting to a variety of purposes and specifications.
- Draw upon the interactive resources set out by Kapow to enable our visual learners to development their skills within Design and Technology.
- Link our design and technology curriculum to our key year group literacy texts to allow our pupils to embed their designing, creating and evaluating skills within their current cross curricular learning.
- Our principal aim is to develop the children's knowledge, skills and understanding in
- Design and Technology within a creative curriculum.

Impact:

The impact and measure of our Design and technology curriculum is to ensure that children at Ellison Primary Academy are equipped with the progressive skills and knowledge of the importance of design locally and globally. The children will be encouraged to share reasons why they think certain design and technologists created and progressed this subject like they did. They should be able to reflect that everything in our world is designed for a purpose, from the ceramic plate they eat from to the latest technology of the Apple iPhone. The knowledge that they have gained will enable them to reason with the design and technology curriculum at Key Stage 3 and for life as an adult in which design and technology is so widely relied upon. They will have the awareness of past designs such as significant building to

compare to today's innovative apple IPhone which is celebrated worldwide. The children at Ellison will communicate using their own designer language and their technological skills will be documented within their own working sketchbook from arrival in Reception to leaving in Year 6.

Foundation Stage:

We teach Design and technology in reception classes as an integral part of the topic work covered during the year. As the reception class is part of the Foundation Stage of the National Curriculum, we relate the Design and technology aspects of the children's work to the objectives set out in the Early Learning Goals (ELGs) which underpin the curriculum planning for children aged three to five. Design and technology makes a significant contribution to the objective in the ELGs of developing a child's knowledge and understanding of the world, e.g. through investigating materials and how to use them to make a product

Reasonable adjustments for children with SEND.

Our curriculum ensures that all lessons are accessible for all children with Special Educational Needs and Disabilities. Through carefully chosen learning and differentiation when required, lessons are designed to ensure that any barriers to learning are reduced, and all pupils can progress. Children with particular needs are specifically planned for within Design and technology lessons so that their targets are considered across the curriculum. Learning is Scaffolded to ensure children are given the correct challenge within lessons with scaffolding removed as their understanding develops. Suitable challenge is also ensured through the use of challenge questions which are designed to link to the key concepts built within the curriculum.

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