

 <p>North Wootton Academy</p>	<p>North Wootton Academy Priory Lane North Wootton Kings Lynn Norfolk PE30 3PT</p>
<p>Name of policy:</p>	<p>Design Technology</p>
<p>Lead member of staff with responsibility for this policy:</p>	<p>Ashleigh Bix</p>
<p>Date of implementation:</p>	<p>January 2022</p>
<p>Details of dissemination:</p>	<p>The policy is available for all staff, visitors, pupils and parents on the school website.</p>
<p>Linked Policies:</p>	<p>Curriculum Policy</p>
<p>Frequency for review:</p>	<p>Annually</p>

Design and Technology gives children the opportunity to develop skills, knowledge and understanding of designing and making functional products. At North Wootton, we feel it is vital to nurture creativity and innovation through design, and by exploring the designed and made world in which we all live and work.

Intent

Our intent is for children to develop proficiency in the Design, Make, Evaluate process in order to solve problems both independently and in a team.

Design and Technology is an inspiring, rigorous and practical subject that encourages children to learn to think and intervene creatively to solve problems, both as individuals and as members of a team.

At North Wootton Academy, we encourage children to use their creativity and imagination, to design and make products that solve real and relevant problems within a variety of contexts. We also aim to make links to designs and designers throughout history, providing opportunities for children to critically reflect upon and evaluate their designs.

We aim to, wherever possible, link work to other disciplines such as mathematics, science, engineering, computing and art. This gives the learning purpose and relevance to the children.

Implementation

Through a variety of creative and practical activities, we teach the knowledge, understanding and skills needed to engage in an interactive process of designing and making.

DT is taught once per term in each phase. The school implements features of the Rising Stars DT scheme, which are merged with the National Curriculum to provide exciting projects for the children to use and explore the design cycle:

Research – take time to observe existing products or artworks and identify the features and purpose.

Design - use research and develop design criteria to design for a purpose and communicate their ideas through a range of mediums.

Make - use a wider range of tools and equipment with accuracy and use a wider range of materials and components according to their qualities

Evaluate - evaluate their ideas and products against their own design criteria and consider the views of others to improve their work

Through this process, the aim is to develop the pupils' technical knowledge and vocabulary in relation to structural design, mechanical and electrical systems, the integration of technology and food production and nutrition. In addition, the school aims for these tasks to be completed collaboratively and therefore links directly with the school values of TEAMWORK.

Impact

We use a range of Key Performance Indicators and quizzes to ensure pupils develop the following:

- Develop the creative, technical and practical expertise needed to perform everyday tasks confidently.
- 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 and 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. Children will design and make a range of products.
- Develop a critical understanding of its impact on daily life and the wider world.

We store evidence of the children's work through pictures in their sketch books and the use of a Design Technology booklet which outlines the steps of the design process.