



The Quercus Federation

Design and Technology Policy

Hurst Green Church of England Primary School and Nursery

This policy was adopted on January 2021

This policy is due for review on January 2022

Signed (Chair of Governors)

Signed (Head of School)

Date:



Hurst Green Church of England Primary School & Nursery

Distinctive Christian Values



Living, Loving and Learning with God.



Introduction

At Hurst Green CE Primary School and Nursery we are committed to valuing and nurturing each child as an individual who will achieve their best and develop an enthusiasm for lifelong learning. Our vision is for the children in our school to grow into responsible, caring and fulfilled adults who actively and positively contribute to the society in which they live. We are committed to raising standards, values and self-esteem for all those involved with our school through cultivating a secure, yet exciting environment that is positive, supportive, stimulating and enriching.

As a Church of England Primary School we see our Design and Technology lessons as an important part of school life. Our Design and Technology policy fulfils the statutory requirements common to all schools according to the 1988 Education Reform Act (and consolidated in the 1996 Education Act).

Intent

At Hurst Green Primary School and Nursery, we intend to build a Design Technology curriculum which develops learning and results in the acquisition of knowledge and skills. Children will know more, remember more and understand more.

We recognise the importance of Design and Technology as an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. Pupils constantly explore their world through a variety of activities and it is vital for us to continue to extend this. Design and technology at Hurst Green is taught through a combination of D&T projects or themed work relating to our learning in class, for example, designing Roman catapults during our History topic on the Romans.

Through well planned and cross curricular lessons linked to our termly, topic webs, children are inspired to create, for example, a model of Iron Man, accessing a host of skills in realising their designs. We believe that it is important that children celebrate different cultures through their art, for example, a Mayan Mask, linking to our school values and ensuring they are followed through the Design and Technology curriculum.

Implementation

Every child receives a minimum of one lesson in Design and Technology each week. This is alternated termly with Art and Design, although it can be blocked dependant on the project. The curriculum for Design and Technology covers a wide spectrum of activities for children to experience over the course of their school journey. There is a clear progression through the Design and Technology planning, ensuring that every year group covers appropriate skills. Lessons are planned and tailored to take account of prior knowledge and skill development. As the children move through the school they are taught how to design, make and evaluate their work. Food Technology is also included, where there is an emphasis on healthy eating and cross curricular links made with our science topics.



We also encourage children to showcase their work outside the School community.

Impact

In Design and Technology Hurst Green children will have clear enjoyment and confidence that they will then apply to other areas of the curriculum.

Children will ultimately know more, remember more and understand more about Design Technology, demonstrating this knowledge when using tools or skills in other areas of the curriculum and in opportunities out of school.

As designers children will develop skills and attributes they can use beyond school and into adulthood. Every child deserves the opportunity to develop new skills and techniques, which will afford them a means of expression of their ideas and understanding of the world.