THE FEDERATION OF NETTLESTONE & NEWCHURCH PRIMARY SCHOOLS





DESIGN & TECHNOLOGY POLICY

Date Agreed: July 2018

Review Date: July 2020

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Signed:	
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Chairman Board of Governors

DMF Bota

The Federation of Nettlestone & Newchurch Primary Schools

Revision No.	Date Issued	Prepared By	Approved	Comments
1	July 2018	DHy	A & S	Creation of Policy

All the governors and staff of The Federation of Nettlestone & Newchurch Primary Schools are committed to sharing a common objective to help keep the children and staff of the school community safe. We ensure that consistent effective safeguarding procedures are in place in order to support families, children and staff of the school.

NEWCHURCH PRIMARY SCHOOL DESIGN AND TECHNOLOGY POLICY

Within the Federation of Nettlestone & Newchurch Primary Schools we aim to give every child a positive and creative opportunity to explore and participate in the ever changing world of Design and Technology. The subject encourages children to become autonomous and creative problem solvers, both as individuals and as part of a team. It enables them to identify needs and opportunities and to respond by developing ideas and eventually making products and systems.

Aims/practice:

- to provide a skill based curriculum that closely follows other interlinking areas of the topics being covered within the school.
- to develop imaginative thinking in children and to enable them to talk about what they like and dislike when designing and making;
- to enable children to talk about how things work, and to draw and model their ideas;
- to encourage children to select appropriate tools and techniques for making a product, whilst following safe procedures;
- to foster enjoyment, satisfaction and purpose in designing and making.
- to encourage sense of achievement.

School's will aim to complete 3 minimum topics in Design and Technology each year.

Key Stage 1

Yr1 or A	Structures Freestanding Structures	Mechanisms Sliders and levers	Food Preparing fruit and vegetables (including cooking and nutrition requirements for Ks1)
Y2 or B	Textiles Templates and joining techniques	Food Preparing fruit and vegetables (including cooking and nutrition requirements for Ks1)	Mechanisms Wheels and axles

Early Key Stage 2

Y3 or A	Mechanical systems Levers and linkages	Food Healthy and varied diet (including cooking and nutrition requirements for KS2)	Textiles 2-D shape to 3-D product
Y4 or B	Structures Shell structures (including computer aided design)	Electrical systems Simple circuits and switches (including programming and control)	Food Healthy and varied diet (including cooking and nutritional requirements for KS2)

Late Key Stage 2

Y5 or A			
	Structures Frame structures	Food Celebrating culture and seasonality (including cooking and nutritional requirements for KS2)	Electrical Systems More complex switches and circuits (including programming, monitoring and control)
Y6 or B	Mechanical systems Pulleys or gears	Textiles Combining different fabric	Food Celebrating culture and seasonality (including cooking
	runeys or gears	shapes (including computer- aided design)	and nutritional requirements for KS2)

All special needs are catered for and work is adapted so that every child has access to the curriculum. Pupils are taught key skills within tasks in practical hands on sessions.

The use of ICT plays an important part in design technology and is used to enhance the progression of the subject.

Each Federated School's Design and Technology Lead will continuously monitor impact and success of the year's Design and Technology curriculum, making sure every child has equal opportunity to participate in activities. Changes will always be made to support the ever-changing curriculum and needs of pupils.