

## **Golborne St. Thomas' C of E J & I School**

### **Design and Technology Policy**

#### **A journey in faith, arriving with hope.**

##### **St. Thomas' School vision:**

##### **To ensure the children are highly valued by all members of the school community.**

St. Thomas' creates a culture of high aspirations by making the school the heart of the community. We aim to develop a culture of curiosity and creativity by unleashing our children's God-given potential to make a difference in our locality and beyond.

Our parents, staff and governors see and understand the individual talents of each pupil and the opportunities provided. We openly celebrate and reward children's successes and achievements.

##### **To inspire all children through a broad, balanced and engaging curriculum enabling every child to succeed.**

We create an ethos where everyone is an explorer and an active participant. Children are challenged and encouraged to thrive in all areas. Our aim is to nurture talent and ensure children are equipped to live life in all its fullness.

Children experience a wide range of high quality lessons and enrichment activities daily. We recognise that children are naturally curious; therefore child-led learning is developed through their questions.

##### **To nurture children's wellbeing to ensure healthy mind, body and spirit.**

At St. Thomas' values are at the heart of all we do. We provide a safe, supportive environment which empowers children to grow and develop their self-worth, self-esteem and self-respect. Our unique learners are resilient and are willing to take big risks to make big leaps.

Values are actively promoted, modelled, and celebrated by all. Our inspiring curriculum and pastoral care teaches children the importance of healthy lifestyles: physically, mentally and spiritually.

### **Design and Technology Policy**

Design and Technology (DT) is taught both as a singular subject and used within a wide range of other subjects in the curriculum. DT allows pupils to develop their creativity and imagination through a hands-on approach to learning. Pupils are given the opportunity to design and make products within a wide range of contexts, whilst considering not only their own needs, but the needs, wants and values of others too. Pupils are encouraged to evaluate a wide range of work including their own, in order to develop a deep and critical understanding of the impact DT has on daily life and the wider world.

#### **Objectives**

- Develop pupil's creative, technical and practical expertise to help pupils prepare for an increasingly technological world
- Enable pupils to work practically, building their knowledge and understanding of how to make high quality prototypes and products for a range of users
- Teach pupils how to critique, evaluate and assess their ideas and products, including the work of others too

- Understand and apply the principles of nutrition, whilst developing cookery skills that will aid them later in life

### **Teaching and Learning**

Design and Technology (DT) lessons are a variation of creative and practical activities, that teach pupils the knowledge, understanding and skills needed to design and make a product. Pupils research and develop alongside a specific criteria, in order to create innovative, functional and appealing products for a wide range of individuals or groups. Pupils are provided with opportunities to communicate their ideas through the use of, discussions, drawing, templates, IT and mock-ups. Pupils will have access to a wide range of equipment, including the use of safe and appropriate tools. They are encouraged to use these practically with the appropriate materials in order to complete their design projects successfully. Pupils have access to a range of enrichment opportunities to develop their DT skills.

### **Assessment and recording**

Teachers assess children's work in Design and Technology by making informal judgements as they observe them during lessons. Teacher's will also look through their planning and assessment to gain an accurate understanding of the completed project. DT lessons are logged on Seesaw and completed designs can be seen around the school through a number of displays.

### **Governors**

It is the duty of the governors to ensure that the school follows its responsibilities to ensure that the Design and Technology policy and curriculum are in line with the non-statutory guidance in the National Curriculum 2014.

Policy written: May 2024

Review date: May 2025