



## **DESIGN & TECHNOLOGY POLICY**

### **OVERVIEW**

Design and technology in this school will develop pupils' creativity and imagination, as they design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

### **INTENT**

1. To help pupils develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
2. To enable pupils build and apply their knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
3. To teach pupils how to critique, evaluate and test their ideas and products and the work of others
4. To enable pupils to understand and apply the principles of nutrition and learn how to cook.

### **IMPLEMENTATION**

1. Using the Kapow scheme of work for DT, teachers will use a variety of creative and practical activities, to teach pupils the knowledge, understanding and skills needed to engage in an iterative process of designing and making.
2. Pupils will use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
3. They will generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
4. Pupils will work in a range of relevant contexts [for example, the home and school, gardens and playgrounds, the local community, industry and the wider environment].
5. They will be provided with opportunities to generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology; and they will apply their understanding of computing to program, monitor and control their products.
6. Pupils will select from and use a range of appropriate safe tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
7. They will have opportunities to select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics, functional properties and aesthetic qualities
8. Pupils will be given time to explore and evaluate a range of existing products and evaluate their ideas and products against design criteria including their own design criteria and consider the views of others to improve their work
9. They will be given the opportunity to build structures, exploring how they can be made stronger, stiffer and more stable; and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

## **IMPACT**

Through a variety of creative and practical activities, pupils will be confident in the knowledge, understanding and skills needed to enable them to engage in an iterative process of designing and making as they draw on other subjects such as mathematics, science, engineering, computing and art. Pupils will be confident to take risks, as they develop and become resourceful, innovative, enterprising and capable citizens and they will understand how key events and individuals in design and technology have helped shape the world.

**Revised and adopted by the Governing Body on 2<sup>nd</sup> July 2025**

**Review date: July 2026**