**Design & Technology Policy**



**Intent Statement**

At Pinders Primary we aim to stimulate creativity and innovative thinking by providing children with opportunities to be designers, makers and engineers. We encourage our children to think resourcefully, not only in the classroom but also during play and recreational time with our den building resources and forest school sessions. Our critical thinking and evaluating approach to the broader curriculum ensures children can problem solve analytically and reflectively.

We explore a range of different design areas including: Textiles, computer aided design, coding and web development, nutrition and cooking from around the world, wheels and axels and gears and pulleys.

This intent is to be delivered through a carefully structured topic based curriculum, which has a clear sequence of learning. This has been mapped out over a two year rolling program.

**Long Term Overview**

**Skills + Vocabulary**

**Knowledge + Vocabulary**

**Sequence of Learning**

**3-D Curriculum**

At Pinders, we have worked with the Senior Leadership team and subject leader to create a unique curriculum that suits the needs of Pinders’ learners.

Horizontal links (HL) are planned within the termly topic for all subject areas. This strengthens the learnt knowledge and the development of their schema.

Vertical Link (VL) are planned to show where there is clear prior knowledge that is being built upon within individual subject areas.

Diagonal Links (DL) are made where key vocabulary and concepts across different areas of the curriculum are pulled together to strengthen the complexity of pupil’s schema.

**Knowledge**

The knowledge to be taught for each unit has been identified and set out to ensure consistency of teaching and to allow for the pupils to build upon prior learning, revisiting and refreshing taught knowledge at each stage. By making these links throughout all areas of the curriculum children’s knowledge is being built upon and the learning is deepened.

**Skills**

Pinders Primary has worked closely with the Wakefield Trust to ensure progression of skills from nursery to Year 6. These skills are clearly set out for each thread of Design & Technology learning and are to be taught alongside and through the delivery of the knowledge.

**Vocabulary**

We provide a vocabulary rich environment at Pinders. Key vocabulary is planned and taught; this vocabulary is directly linked to the knowledge and skills being taught. This ensures our children get a robust and challenging diet of vocabulary that contains tier 2 and tier 3 vocabulary.

The knowledge and vocabulary for each unit of Design & Technology work is placed within a knowledge organiser. This organiser is a tool for the children to use to support them with learning and embedding knowledge and vocabulary into their long term memory. The organisers are also shared with parents to support home learning.

**Assessment and Recording**

Assessment is primarily carried out formatively whilst observing during lessons and carrying out pupil conversations. Throughout the children’s learning journey they will take part in knowledge quizzes to test how much knowledge is being retained. Assessment of pupil’s progress and outcomes is completed against exemplified pieces of work for each year group and thread of learning.

The Design & Technology leader will keep evidence of pupils work electronically and exemplifications are shared on the school website.

**Early Years – Expressive Art and Design**

The development of children’s artistic and cultural awareness supports their imagination and creativity. It is important that children have regular opportunities to engage with the arts, enabling them to explore and play with a wide range of media and materials. The quality and variety of what children see, hear and participate in is crucial for developing their understanding, self-expression, vocabulary and ability to communicate through the arts. The frequency, repetition and depth of their experiences are fundamental to their progress in interpreting and appreciating what they hear, respond to and observe.

**Monitoring and Review**

The monitoring of the standards of children’s work and the quality of teaching in Design & Technology is the responsibility of the Design & Technology subject leader. The work of the subject leader also involves supporting colleagues in the teaching of Design & Technology, being informed about current developments in the subject, and providing a strategic lead and direction for the subject in the school. The Design & Technology leader has specially allocated management time, which is used to review evidence of teaching and learning across the school.

The policy is a working document and therefore is open to change and restructuring as and when the need arises. It will be reviewed as part of the whole school review programme.

Governors will work alongside the subject leader to ensure the policy is being followed to successfully deliver the planned outcomes. Planning is monitored every half term to ensure coverage and rigour. There is a named governor who has responsibility for the subject.