

Hallcroft Infant & Nursery School



Design & Technology Policy

January 2025

Design Technology Introduction

Design Technology (DT) is an inspiring, rigorous, and practical subject that encourages children to think creatively and solve real-world problems. It enables pupils to design, make, and evaluate products for a purpose, developing technical knowledge and practical skills. DT helps children understand how design and technology have shaped our world and prepares them to be resourceful and innovative citizens.

At Hallcroft, we deliver Design Technology through the Kapow Primary scheme, which provides a progressive, spiral curriculum designed to build skills, knowledge, and creativity across EYFS and KS1.

Aims

We aim to give our pupils the opportunity to:

- Find enjoyment in designing and making.
- Appreciate a wide range of designers and products.
- Experiment with a range of materials and tools.
- Use a range of materials and techniques competently to make functional products.
- Develop problem-solving, planning, and evaluation skills.
- Express ideas through purposeful design and making.
- Value and respect their own designs and those of others.
- Discuss their work using appropriate technical vocabulary.

Intent

To fulfil our aims we will:

Provide opportunities for children to design, make, and evaluate products for a purpose.

Teach children how to use tools and materials safely and effectively, developing skills in cutting, joining, and finishing.

Introduce children to significant designers and engineers, developing their understanding of design processes and techniques.

Build children's technical knowledge, including understanding of structures, mechanisms, and simple electrical systems.

Implementation

Foundation Stage Design Technology is taught in line with the EYFS framework, focusing on Expressive Arts and Design and Physical Development. Exploration, experimentation, and imaginative play are encouraged during continuous provision, enhancements, and taught units throughout the year.

Key Stage 1 Design Technology is taught according to the National Curriculum programmes of study, delivered through sequenced units.

Subject content KS1

- Design purposeful, functional, and appealing products for themselves and others.
- Generate, develop, model, and communicate ideas through talking, drawing, templates, and ICT.
- Select from and use a range of tools and equipment to perform practical tasks.
- Select from and use a wide range of materials and components, including construction materials, textiles, and ingredients.
- Explore and evaluate a range of existing products and their own ideas.
- Build and apply knowledge of structures, mechanisms, and simple food preparation.

Shaping Our Curriculum

In shaping our Design Technology Curriculum, we have carefully considered how to ensure the provision reflects the context and needs of our pupils. For example, in Year 1, we visit the local windmill to give a meaningful context and support their understanding in the Structures unit. Children take great enjoyment in exploring the windmill's design and function, which inspires their own projects to design and make a model windmill. Alongside this local connection, we place high value on broadening pupils' horizons through visits to Retford Museum and hands-on workshops, giving them opportunities to experience a diverse range of design contexts.

Resources

Resources to support learning in Design Technology are stored centrally and electronically on the school server. Each lesson has an accompanying PowerPoint format including video demonstrations to support staff confidence and subject knowledge. Each classroom has access to basic DT materials and books to support current teaching.

Equal Opportunities and Special Educational Needs

All children, regardless of gender, age, creed, ethnicity, aptitude, or ability, have equal access to the full range of activities and experiences offered in Design Technology.

Lessons are designed to be inclusive and where necessary are adapted at the planning stage, by the class teacher, according to individual needs.

How to help at home

Parents can support learning by:

- Accessing Knowledge Organisers on the school website each half term.
- Visiting local sites such as the windmill and discussing its design and purpose.
- Asking children reflective questions about products and structures.
- Encouraging creative curiosity through building, joining, and experimenting with recycled materials.
- Providing simple construction kits and helping children collect materials in a personalised DT box.

Assessment and Recording

In EYFS, children are assessed each term against Expressive Arts and Design, Physical Development objectives and progress towards the Early Learning Goal.

By the end of KS1, children are expected to know, apply, and understand skills and knowledge outlined in the National Curriculum, supported by Kapow's assessment framework.

Assessments are completed termly to identify children who have met expected outcomes and those requiring further support.

Responsibilities and Review

All teaching staff are responsible for implementing this policy.

The Design Technology subject leader monitors provision through lesson observations, pupil voice, and environment walks. Each term, teaching staff come together to evaluate the impact of the Design Technology curriculum, reflecting on pupil outcomes and experiences, and making any necessary adjustments to future planning to ensure continued progression and enrichment.

The subject leader ensures staff are supported in using the planning and digital resources effectively and will review this policy and curriculum as required.