

Twiss Green Community Primary School Policy Statement



DESIGN and TECHNOLOGY

PRINCIPLE

Design and technology is taught at Twiss Green School to enable the children to learn how to contribute towards and intervene creatively and constructively to improve the rapidly changing technological world in which they live.

INTENT

- To help the children to develop the creative, technical and practical expertise needed to perform everyday tasks confidently.
- To enable the children to build and apply a repertoire of knowledge, understanding and skills in order to design and make quality prototypes and products for a wide range of users.
- To provide children with the skills to critique, evaluate and test their ideas and products and the work of others.
- To develop the children's understanding of the principles of nutrition and for them to apply these when learning how to cook.
- To draw on disciplines such as maths, science, engineering, computing and art.

As well as the National Curriculum, staff should use the Twiss Green skills progression overview to develop the knowledge, skills and understanding.

IMPLEMENTATION

1. All staff are responsible for the implementation of Design and Technology within their own classes.
2. All staff will plan lessons around the structure of IEAs, FTs and DMEAs.
3. Resources are prepared by the class teacher and teaching assistants.
4. The subject leader will monitor and order stock at the beginning of the financial year after consultation with teachers about which resources they require for the coming year.
5. The children will have the opportunity to work individually, in groups and as a class.
6. Technology is essentially a practical subject and is taught as such.
7. Staff will ensure the safe use of materials and equipment and will make children aware of health and safety procedures.

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