

DESIGN AND TECHNOLOGY POLICY

INTRODUCTION

Today's children are living in a highly developed technological society. They are constantly using and controlling a wide range of technology whether it be the use of a light switch, calculator, computer system or photocopier. This is all part of their experience of life and one which they will use in the classroom. Design and Technology is about practical problem solving and using materials available to them to solve problems in a man-made environment. At the primary level we can instil attitudes towards Design and Technology in which the children can realise that in technology there is never just one correct solution. The process of identifying a need, designing a solution, building an artefact and testing and evaluating it can be most satisfying to the child, particularly if it works and has some relevant function or application.

RATIONALE

XX XX School recognises the importance of technology for pupils of all abilities as a subject which helps prepare them for the rigours and demands of adult life. XX XX School has identified and recognised the two areas of the subject, the Design and Technology capability and Information Technology capability.

DEFINITION

This statement of policy is concerned only with Design and Technology capability. A separate policy statement deals with Information Technology capability. Design and Technology capability in this school is achieved through opportunities and experiences across the curriculum which enable pupils to take part in a broad range of activities directly concerned with:

- Identifying needs
- Generating ideas
- Planning
- Making
- Evaluating

Design and Technology can be achieved both through a subject approach and topic or thematic approach, i.e.

Science - design and build apparatus for an experiment.

Technology - design and build a battery powered buggy.

SCOPE

All pupils will study Design and Technology throughout their schooling. All pupils and students should be given equal opportunity to study all aspects of Design and Technology.

PRINCIPLES

Design and Technology will be developed through a range of subject areas in the school so there will be co-ordination between subjects. Design and

Technology involves pupils in activities which allow them to design and make artefacts, systems and environments using a wide range of materials including:

- Textiles
- Graphic media
- Construction materials
- Food

The contexts in which Design and Technology activity can take place will be home, school, recreation, community, business and industry.

In our school the process of Design and Technology will involve pupils in the following:

- (a) Identifying needs and opportunities for Design and Technology activity
- (b) Design generation
- (c) Planning and making
- (d) Evaluating

The children should be given opportunities to work individually and as members of a team.

Design and Technology should take into account the age and maturity of the children and should increase in complexity as pupils progress.

Activities should reflect pupils' understanding of needs and beliefs of other people and cultures, now and in the past.

AIMS AND OBJECTIVES

XX XX School believes that Design and Technology is an essential component of the curriculum because it aims to develop:

- (1) Basic knowledge and identity of:
 - Materials (natural and man-made)
 - Forms and sources of energy
 - Sensing and control systems
 - Design (planning, organisation, aesthetics, presentation)
 - Evaluation
 - Skills in the above area
- (2) Competence in:
 - Use of instruments, equipment, tools and systems.
 - Application of instruments, equipment, tools and systems.
 - Use of materials
- (3) Awareness of:
 - Real life situations and issues
 - Impact of technology (past, present and future)
 - Conflicts of interests (personal, economic and environmental)
 - Aesthetic and social implications.
- (4) Attitudes should encourage:
 - Curiosity
 - Originality
 - Initiative
 - Co-operation
 - Perseverance
 - Open mindedness
 - Self-criticism

Responsibility

Respect towards materials, tools and environment.

This policy will form part of the school's overall response to the challenge of the National Curriculum, of which Technology forms an important part. It should be read in conjunction with other such documents as the school policy for the Information Technology capability and County policies.