

## Design and Technology Pedagogy

### **Aims**

Design and Technology gives children the opportunity to develop skills, knowledge and understanding of designing and making functional products that solve real-world problems. At Emmaus we feel it is vital to nurture creativity and problem-solving skills through design. Design and Technology helps teach Maths, English and other life skills in an engaging manner and puts these subjects into context, making them easier to engage with and more understandable for our pupils.

### **Design and Technology Teaching**

At Emmaus we follow the 'Project on a Page' Scheme of work, designed by the D&T Association (2019). Each project concentrates on one 'Aspect of DT' with each having a 'Key Focus'. Throughout the projects children acquire and develop 'skills needed to engage in an iterative process of designing and making' (Dept. for Education 2013), as well as practical skills to help bring their products to life. These skills are revisited and developed throughout the year groups with a strong focus on 4 key areas:

- Design
- Making
- Evaluating
- Technical Knowledge

### **Cooking and Nutrition**

As well as being awarded the 'Bronze Eat Smart Award', Design and Technology also focuses on cooking and Nutrition as part of the 'Project on a Page' work. Children are taught:

- Principles of nutrition and healthy eating
- A love of cooking
- An essential life skill that enables pupils to feed themselves
- Where food comes from
- Seasonality, and knowledge of where and how a variety of ingredients are grown, reared, caught and processed.

## Health and Safety

Teaching Design and Technology presents both a challenging and exciting experiences, staff are knowledgeable about identifying hazards and assessing risks, and can quickly determine how best to minimise, remove, or control such risks within an educational environment. All students must follow safety rules when participating in a Design and Technology lesson and have a responsibility to use tools and equipment safely and effectively and to ensure that their actions do not endanger themselves or others. Before a DT lesson every child:

- Washes their hands (before food preparation)
- Ties their hair back
- Checks to make sure they are wearing suitable clothing
- Is shown how to use equipment correctly and safely.

**For more information please read:**

**Dept. for Education 2013** *Design and technology programmes of study- key stages 1 and 2*  
[https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment\\_data/file/239041/PRIMARY\\_national\\_curriculum\\_-\\_Design\\_and\\_technology.pdf](https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/239041/PRIMARY_national_curriculum_-_Design_and_technology.pdf) Accessed 8.6.21

**The Design and Technology Association 2021** *Primary* <https://www.data.org.uk/for-education/primary/> Accessed 08.06.2021