

Introduction



New Wave teachers believe that Design and Technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils are encouraged to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a depth of knowledge through research and practical activities, as well as drawing on disciplines through Mathematics, Science, Computing and Art. We promote pupils as risk-takers, becoming resourceful, innovative, enterprising and capable citizens. Through rigorous evaluation of past and present technology, pupils develop a critical understanding of its impact on daily life and the wider world. High quality design and Technology learning makes an essential contribution to the creativity, culture, wealth and wellbeing of our pupils.

Aims

The aims and objectives of learning Design and Technology are:

- To be able to develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
- To be able to build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users.
- To be able to critique, evaluate and test their ideas and products and the work of others.
- To be able to understand and apply the principles of nutrition and learn how to cook.

Personal Goals

New Wave teachers believe the IPC Personal Goals build part of the foundation in nurturing creative and imaginative pupils of the future. The Personal Goals help to develop both individual qualities and learning dispositions that allow pupils to grow in a rapidly changing world. To enable pupils to be mastering in Design and Technology, New Wave teachers provide opportunities for pupils to practice and understand these goals during all activities.

Design and Technology Policy



Curriculum

New Wave teachers ensure all pupils have access to an inspiring and rigorous Design and Technology curriculum. In the Foundation Stage, Design and Technology is planned according to the Foundation Stage curriculum. At Key Stages One and Two, the Design and Technology curriculum is based upon the national curriculum programmes of study, adapted to meet the needs of our pupils and embedded within our IPC curriculum. It is a developmental curriculum that ensures key skills are taught and developed over time. It focuses on six principles: User, Purpose, Functionality, Design Decisions, Innovation and Authenticity.

New Wave Mastering Approach

New Wave teachers are intent on developing pupil's learning in Design and Technology. We ensure that teaching and learning is an inspiring, creative, imaginative and innovative experience, encouraging pupils develop their knowledge, skills and understanding of Design and Technology at a mastering level.

We focus on developing the pupils' ability to be mastering in researching, designing and making high-quality, and functional products.

Pupils critically evaluate existing products, their own work and that of others. In doing so, pupils are encouraged to refine their communication and cooperation skills.

Design and Technology activities take place in a range of relevant contexts, where pupils hone their ability to use a range of materials and equipment.

Assessment

New Wave teachers assess pupils' knowledge, skills and understanding of Design and Technology by questioning, recording, listening, observing and marking activities/work as an on-going process during Design and Technology and 'Maker Space' learning tasks.

We rigorously assess pupils' Design and Technology skills at an emerging, developing or mastering level.



High Aspirations ○ High Standards ○ High Achievement

