



# Design & Technology at Rigby Hall School



## Intent

- To develop a love of cooking and understand the importance of healthy eating, food hygiene and where food comes from
- To raise levels of achievement, develop self-confidence and raise self-esteem through Design & Technology
- To promote enjoyment of learning in Design & Technology and develop the skills of exploring, creating, designing and evaluating.
- To create an environment which motivates and promotes Design & Technology, allowing children to choose the materials and tools they will need to create their design.
- To provide a range of materials and tools which can be used safely and with confidence to create designs and to evaluate and adapt when needed.
- To develop the ability to join materials together in a variety of ways.
- To develop and encourage cross curricular links where appropriate that will help pupils appreciate the relevance of Design & Technology across the curriculum, and in life beyond school.

## Implementation

- **Baselining & Target Setting:** All children have a Pupil Profile that takes into account all the possible obstacles/barriers/interventions that might be effecting the child's education. This profile is then reviewed on a termly basis against their progress within Design Technology and adjusted as necessary
- **Accessibility:** At Rigby Hall accessibility to learning regardless of learning difficulty is key to our practice. From support with practical skills, to designing, to choosing and using a range of materials and tools. To enable knowledge and skills to progress within Design & Technology and also Cooking & Nutrition, pupils can be taught within a specific Design & Technology room, a cookery room, a construction pod or within the Café.
- **Communication:** This is an essential part of Design & Technology. It is a way of discussing what they have discovered through exploration regarding how something works, in choosing the correct materials due to their properties and in choosing and using different tools. It is also a way of being able to identify likes and dislikes and discussing how their finished product could be adapted or changed if necessary. Communication in Design Technology will involve the use of symbols, facial expressions and gestures.
- **Teaching Approaches:** As a school we are aware that pupils are all individuals and that they have a variety of different ways of accessing their learning and retaining knowledge. We endeavour to use a range of approaches in our teaching which we hope will maximise all pupil's ability to learn. In Design & Technology, activities will involve exploration and research, practical activities using a variety of tools and materials and skills that they have learnt in other curriculum subjects.
- **Pupil Challenge:** we listen to and respect our pupils' voice and contributions, communicating with them through whatever means appropriate. Rigby Hall School is committed to developing the academic and life skills of all its pupils to enable them to lead safe, happy and purposeful lives, contributing economically and socially to society.

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- **Peer & Self Assessment:** Peer and self-assessment within Design & Technology encourages students to take greater responsibility for their learning, evaluating their own designs and creations and making changes if necessary.

#### Impact

- Pupils progress is continuously monitored and levels of attainment will be assessed at intervals throughout each Key Stage using SOLAR.
- KPIs for each Key Stage and for each pathway ensure our pupils have the necessary Design & Technology knowledge and skills to enable them to progress.
- All students have the opportunity to work towards external qualifications.