

# Strategies to support pupils with SEND in Design and Technology— "Good buildings come from go problems are solved by good design." – Stephen Gardiner

At St Just Primary School, children with SEND are fully included in the life of the school, their needs are understood so that the right adjustments and provision are in place and staff have high expectations which ensures children aspire to be successful in their learning and make good progress. This is because 'Aspirations and Achievements: together One and All' matters here.

Specific Area of Need	How we ensure that 'everyone succeeds'			
Orreced	Communication and interaction			
Speech, language and communication needs (SLCN)	<ul> <li>✓ Provide instruction that are clear, concise and match the language of the child, delivering these instructions slowly.</li> <li>✓ Use a visual timetable where necessary.</li> <li>✓ Use visuals on resource lists.</li> <li>✓ Use visuals on resource boxes so children know which one to access.</li> <li>✓ Encourage designs and evaluations to be done using pictures and child's voice where possible and then</li> </ul>			
Autism including Asperger's syndrome (ASD)	recorded by an adult.  ✓ Use a visual timetable so the child knows what is happening at each stage of the day.  ✓ Understand if your child is hypo-sensitive or hypersensitive and how they will manage the sensory work you are asking them to partake in.  ✓ Provide materials and textures that they can use and understand this information before the lesson.  ✓ Avoid changing seating plans  ✓ Ensure outcomes are clear, with a clear end point to the lesson, so children know when they have reached this.  ✓ Use simple, specific instructions that are clear to understand.  ✓ Understand your student's skills, and where their starting place is.			



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Tourette	✓ Provide short, simple clear instructions.
Syndrome	✓ Try and keep the children calm in a lesson, although D&T can be exciting, as this can lead to a tic.
	✓ Provide additional support with cutting, using looped scissors and handled rulers.

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	Cognition and learning		
Moderate	✓ Use visuals to break each stage of the design process down into clear, manageable tasks.		
learning	✓ Use language that is understood by the child or take the time to pre-teach language concepts including		
difficulties (MLD;	design, develop and evaluate.		
Severe learning	✓ Provide resource lists with visuals so children know what resources they need for an activity and can begin to		
difficulties (SLD);	access these independently.		
Profound and	✓ Model how to use D&T tools before setting the work.		
multiple learning	✓ Physically demonstrate the lesson and the expectations include designing, making, and evaluating where		
difficulties	possible.		
(PMLD)	✓ Support children with their organisation in the lesson, especially when cooking to make sure they do not		
Dyslexia	default from the final product.		
	✓ When cooking or making something provide checklists which can be ticked off.		
Dyspraxia	✓ Make the most of large spaces before starting projects.		
(Developmental	✓ Provide looped scissors if needed.		
co-ordination	✓ Ensure the tools you are using are accessible to the child i.e rulers with handles.		
disorder)	✓ Provide a lesson breakdown, with a clear end, a tick list might be beneficial.		
	✓ Provide an equipment list, words, or visuals, with the tools and materials needed during the lesson.		
	✓ Model how to use D&T tools before setting the work.		
	✓ Differentiate the size and scale of a project and its end result.		
Dyscalculia	✓ Provide concrete resources to help with mathematical equations, drawing to scale and planning D&T projects.		
	✓ Make a resource box for different D&T project stages.		
	✓ Use technology available during the design process if required.		
	✓ Ensure the child knows the support available on offer before the lesson begins.		
	✓ Provide electric measuring tools for cooking to aid independence.		



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	Social, emotional and mental health difficulties			
Trauma	✓ Provide opportunities to be curious and explore the tools and resources that children will use.			
	✓ Use simple, specific instructions that are clear to understand, and deliver these slowly.			
	✓ Slowly build up the tools a child can use, as they become more confident in their work, especially in regard to cooking			
	✓ Model and remind children behavioural expectations when using tools including clay and cooking, and safe			
	ways of using these including health and hygiene. Use visuals if needed.			
	✓ Before the lesson, come up with strategies for if difficulties occur during the lesson, and ways these can be			
	overcome, reminding children that D&T is about trial and error.			
ADHD	✓ Praise positive behaviour at each step to encourage low self-esteem.			
	✓ Ensure clear instructions are given throughout the lesson.			
	✓ Provide time limited learning breaks.			
	✓ Ensure step by step instructions are given, so each child knows what part of the lesson they are working on.			
	(For example, the design, the creation, or the evaluation)			
	✓ Provide additional time for pupils to express their ideas before the lesson with a pre-teach where appropriate.			
	✓ Provide D&T tools when necessary to avoid distractions during teacher input.			
Anxiety	✓ Ensure the child knows the support available on offer before the lesson begins.			
	✓ Provide lots of opportunities to ask questions to clarify thinking and ideas during the lesson.			
	✓ Teach problem solving before the lesson, and strategies to overcome problems that might be faced in these subjects.			
	✓ Model how to use D&T tools before setting the work.			
	✓ Use a 'Now and Next' board to explain any changes to the routine, for example if a child will be sitting			
	somewhere else to complete group work, manage this before it happens.			
	Sensory and/or physical needs			



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Hearing	✓ Make sure instructions are clear and concise, in case the child lip reads, and in case of an emergency.
impairment (HI)	✓ Give instructions when the room is quieter, and be mindful of additional noise when cooking, or using loud
	tools like hammers.
	✓ Pre-teach vocabulary linked to D&T that will help the child to succeed in the lesson like planning, designing
	and evaluating.
	✓ Try and arrange tables in a circular shape.
	✓ Provide sign language visuals where possible.
Visual	✓ Make sure you have the child's attention before giving instructions.
impairment (VI)/	✓ Encourage children to verbalise their design and evaluation as well as their thoughts and feelings if possible
Multi-sensory	✓ Make sure resources are well organised and not cluttered.
impairment (MSI)	✓ When drawing designs or writing evaluations, provide thicker, dark pencils to write with.
	✓ Provide enlarged examples of the work to be completed.
	✓ Provide children with additional time when exploring new textures and materials.
	✓ New tools to be introduced one at a time, 1:1 and with a 'hands on' approach
	✓ Individual risk assessment for practical activities
Physical Disability	✓ Make the most of large spaces before starting projects.
	✓ Provide looped scissors if needed.
	✓ Ensure the tools you are using are accessible to the child i.e., rulers with handles.
	✓ Model how to use D&T tools before setting the work.
	✓ Differentiate the size and scale of a project and its end result.