

Strategies for supporting pupils with Special Educational Needs and Disabilities in

Design Technology lessons

Broad area of need	Specific area of need	Here's how we will help
Communication and Interaction	Speech, Language & Communication Needs	 Provide instruction that are clear, concise and match the language of the child, delivering these instructions slowly. Use a visual timetable where necessary. Use visuals on resource lists. Use visuals on resource boxes so children know which one to access. Encourage designs and evaluations to be done using pictures and child's voice where possible and then recorded by an adult.
	Autism Spectrum Disorder	 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 hyper-sensitive 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.

	Tourette's	Provide short, simple clear instructions.
		 Try and keep the children calm in a lesson,
	Syndrome	although D&T can be exciting, as this can lead
		to a tic.
		 Provide additional support with cutting, using
		looped scissors and handled rulers.
		 Use visuals to break each stage of the design
		process down into clear, manageable tasks.
		 Use language that is understood by the child,
		or take the time to pre-teach language
		concepts including design, develop and evaluate.
		Provide resource lists with visuals so children
bn	Cognition and	know what resources they need for an activity
		and can begin to access these independently.
•	Learning	 Model how to use D&T tools before setting the
	Challenges	work.
<u></u>		Physically demonstrate the lesson and the
O		expectations include designing, making and
O		evaluating where possible.
		Support children with their organisation in the
7		lesson, especially when cooking to make sure
		they do not default from the final product.
and Learning		 When cooking, or making something provide checklists which can be ticked off.
10		Use simple, specific instructions that are clear
on		to understand.
	Dyslexia	Pre-teach vocabulary linked to D&T that will
	•	help the child to succeed in the lesson like
-		planning, designing and evaluating.
		Differentiate the Learning Intention so the
po		child understands what is being asked of them.
		 Model how to use D&T tools before setting the
Cognitic		work.
		Make the most of large spaces before starting
		projects.
		 Provide looped scissors if needed.
	Dyspraxia	 Ensure the tools you are using are accessible to
	- / - F	the child i.e rulers with handles.
		 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.

Cognition and Learning		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.
Social, Emotional and Mental Health	Experienced 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.
	Attention Deficit Hyperactivity Disorder	 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. Ensure the child knows the support available on offer before the lesson begins.

SEMH	Anxiety	 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.
Physical Needs	Hearing Impairment	 Make sure instructions are clear and concise, in case the child lip reads, and in case of an emergency. 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
and / or	Visual Impairment	 Make sure you have the child's attention before giving instructions. Encourage children to verbalise their design and evaluation as well as their thoughts and feelings if possible. Make sure resources are well organised and not cluttered 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
Sensory	Toileting Issues	 exploring new textures and materials Encourage children to use the toilet before working on a project, as they may feel this isn't as easy when they are wearing protective clothes and covered in clay/glue/cooking ingredients etc. Encourage children to wear protective clothes that make access to the bathroom manageable.