

Strategies for supporting pupils with Special Educational Needs and Disabilities in Design and Technology lessons

Area of Need	How we support our pupils to succeed
Communication and Interaction	 Provide instructions 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
Cognition and	 Use visuals to break each stage of the design
Learning	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
	 Provide resource lists with visuals so children know what resources they need for an activity
	and can begin to access these independently.
	 Model how to use D&T tools before setting the
	work.
	 Physically demonstrate the lesson and the
	expectations include designing, making and
	evaluating where possible.
	 Support children with their organisation in the
	lesson, especially when cooking to make sure
	they do not default from the final product.
	 When cooking, or making something provide
Social Emotional	checklists which can be ticked off.Use a visual timetable so the child knows what is
and Mental Health	 Use a visual innerable so me 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.
Sensory and Physical	 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. 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.