Curriculum Summary for Design and Technology

Design and Technology Vision

To develop creative, technical, and practical expertise needed to perform everyday tasks confidently. To develop students who rise to challenges as part of our team in a calm and safe environment.

To enjoy learning through problem solving in a variety of contexts, considering personal needs and the needs of others. We aim for our students to become resourceful, innovative, enterprising and capable citizens.

INTENT

The purpose of the Design and Technology curriculum is to enable students to:

- Gain awareness and learn from wider influences on D&T including historical, social, cultural and environmental and economic factors.
- Work creatively when planning and making with a focus on the iterative design process.
- Explore technical, designing and making principles including a range of processes, materials, and equipment.
- Understand the needs of others, the varying approaches when considering people of different cultures, beliefs, ages and dietary needs and how this can impact on the design and manufacturing of goods.
- Value the well-being and nurturing qualities that making can have, as well as the importance of learning practical skills and career links that D&T has.

IMPLEMENTATION

The curriculum will be facilitated through:

- Teachers teaching using the TfE model.
- Teachers embedding robust routines for classroom management.
- Teachers providing feedback in line with the assessment policy. At KS3 'live feedback' is used in the lesson to help students improve their practical performance. Students are assessed against success criteria which is shared at the beginning of tasks.

IMPACT

The impact of the curriculum will be measured by:

- Exam results being in-line with national averages, for all student groups.
- Quality work that students are proud of.
- Students building confidence in their own work and when using a range of materials.