

Design and Technology Curriculum



Intent

- D&T aims to have a curriculum which will allow pupils to become **self-motivated** and **confident** learners, who can work **independently** and as **part of a team**.
- The main aim is to ensure that learners develop **technical** and **practical** competencies.
- Our priority is for pupils to be problem solvers who are **not afraid of making mistakes**.
- We hope our pupils will become responsible citizens who make a positive contribution to society.

Implementation

- We firmly believe that pupils learn best by **'doing'** and by allowing them to experiment and take risks, in a safe and positive learning environment.
- At the heart of this, is the desire to deliver a curriculum in which pupils express creativity through designs and produce **high quality outcomes**.
- Pupils must learn about designers and their work, especially British designers. They also must learn about the importance of being a designer/engineer.

Impact

- Pupils are able to improvise, adapt overcome problems.
- Pupils feel supported and secure in making mistakes and do not aim for perfection.
- Pupils combine their designing and making skills with knowledge and understanding, in order to design, make, analyse and evaluate products of high quality.
- Children express their own creativity through their designs and are more socially confident to give their opinions.
- Collaborative skills are honed so they can work with other pupils.

Wider curriculum

- Opportunities to use other subjects in D&T such as maths, science, history as well as other extra-curricular clubs such as art club or gardening club.
- The D&T curriculum allows students to develop a set of transferable skills they can enjoy in school and use in the next phase of their education.