

## Curriculum Progression Pathway for Design and Technology

### Subject Intent:

Our curriculum aims to promote and develop resilient, independent, lifelong learners with the ability to solve problems utilising a range of transferable skills, thus allowing them to access and become successful and productive members of the wider community. In Design and Technology students combine practical and technological skills with creative thinking to design and make products, and create systems, that meet human needs. They learn to use current technologies and consider the impact of future technological developments. They also learn to think creatively and solve problems as individuals and members of a team.

Students will be working in stimulating contexts that provide a range of opportunities and draw on the local ethos, community and wider world, students identify needs and opportunities. They respond with ideas, products and systems, challenging expectations where appropriate and considering aesthetic, technical, cultural, health, social, emotional, economic, industrial and environmental issues. As they do so, they evaluate present and past design and technology, and its uses and effects. Design and Technology education makes a unique and valuable contribution to the education and preparation for students' future lives for work and or leisure. We aim to ensure that our students achieve the best possible experiences in Design and Technology, to become lifelong learners sharing the same joy of the subject that their teachers have.

### Why is the study of design and technology important?

- Students will develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
- Students will develop a critical understanding of how past and present design and technology has an impact on daily life and the wider

world.

- Using creativity and imagination, students will learn how to design and make products that solve real and relevant problems within a variety of contexts.

### **What skills will the study of design and technology teach students?**

#### **Subject specific skills**

- To develop resilience when understanding the developments in design and technology, its impact and effect of products on individuals, society and the environment, and the responsibilities of designers, engineers and technologists
- To learn the basics of nutrition and a healthy balanced diet, understand where the food we eat comes from, be able to make informed healthy choices and enjoy the cultural diversity of dishes that International cuisine offers.
- To prepare students for the next stage of their education by encouraging and inspiring students who wish to take on further study, from selecting this as an option at GCSE, A level, university and the world of work.

#### **Supportive learning skills or attributes**

#### **By studying design and technology students will be able:**

- To develop their creativity, problem solving, planning, practical and evaluation skills to become independent and resourceful.
- To feel safe and confident in their learning environment to take risks and learn from mistakes.
- To foster a culture of 'design critique' to produce quality outcomes via peer and group work, respecting other students' opinions;
- To enjoy learning in a practical manner having experienced the best possible engaging and challenging lessons which foster and promote interests for later life
- To support the development of good health and well-being of our students
- To acquire relevant knowledge from other subjects and apply them to produce successful outcomes

### **How does the study of design and technology support students learning in other subjects?**

Design & Technology is a subject which draws upon, develops and implements a range of different disciplines including mathematics, science,

engineering, computing, geography, business studies and art. The subject embeds fundamental literacy skills through analysis and evaluation techniques. Numeracy skills are featured in many areas of design and technology from measuring and understanding scale to shape and 3d design technology. Through the curriculum, students are actively contributing to the creativity, culture, wealth and well-being of themselves.

**How can you deepen students' understanding of design and technology?**

Students who understand the cross curricular nature of design and technology are often more open to the opportunities that the subject offers. By introducing their learning from other subjects students are able to become more adept at problem solving and creativity. Students should not see ideas as good or bad but understand that all ideas support their learning journey. They can analyse and evaluate to move ideas forward and to test a variety of possible outcomes. Students should see themselves as designers, technologist, textile artists, caterers or engineers. They should aim to develop the mind set of the iterative designer.

**How can design and technology support students' future progression?**

Design and Technology education makes a unique and valuable contribution to the education and preparation for students' future lives for work and or leisure. It supports students to develop a range of skills including but not limited to creativity, problem solving, communication, planning and analysis. These skills can be applied to a variety of contexts and prepare students for continued study or the wider world of work in many areas.

Specific Career Links include:

Engineer, Product designer, Architect, Advertising, Materials engineer, Fashion designer, Stylist/interiors, Prototyping, Chef, food technologist...and many many more.