Curriculum Rationale
Design Technology

Intent

In Design and Technology, we aim to unlock pupil's creativity and imagination to become the designers of the future. We teach them to be inquisitive about all things design and be inspired by everything around them.

Implementation

Pupils acquire a broad range of cross curricular subject knowledge and draw on disciplines such as mathematics, science, engineering, ICT/CAD and art to produce innovative designs.

Pupils investigate, design and manufacture products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values.

Pupils learn how to take risks, becoming resourceful, innovative and enterprising. Through the evaluation of past and present design and technology, pupils develop a critical understanding of its impact on daily life and the wider world.

Pupils develop practical skills that are developed through the making of a range of products out of wood, metal and plastics.

Pupils present their work in the form of final designs, practical products and group presentations.

Impact

We measure the impact of the Design Technology curriculum through written, drawn and practical outcomes which are assessed throughout the course using clear assessment criteria.

Pupils also sit an end of year test to assess their understanding and how much knowledge they have retained.