

Intent, implementation and impact

Intent

Design and Technology (D&T) is an inspiring, rigorous and practical subject which prepares all pupils to live and work in the designed and made world. Cultural capital is explored across the key stages by appreciation of the work of others locally, nationally and internationally, each subject identifies and relates to real contextual challenges focussing upon people, communities or businesses. Design and Technology builds on the skills and knowledge pupils have already learnt at primary school as a result of base line testing and transition work staff are well informed of the pupils starting point as they commence KS3. The DT curriculum is coherently planned and sequenced across Years 7 and 8 to ensure that pupils build on all aspects of prior learning and stretches and challenges all pupils regardless of starting point As pupils progress through Key Stage 3, they are given the opportunity to focus on specific areas of the subject such as product design, food technology and textiles.

Implementation

Pupils experience a variety of subjects by rotating around specialist learning environments in order to expose them to a variety of experiences for example, food, textiles, and product design. The departments schemes of learning are based upon the national curriculum for design technology. We instil in all our pupils high academic rigour and challenge from the outset. In Years 7 and 8, all pupils experience three areas of design technology each year, taught by specialist subject teachers. Teachers are enthusiastic about their subjects and share this passion with all pupils. As a result the vast majority enjoy and achieve in design technology. DT staff use academic language consistently and appropriately in their subject specific teaching and learning. Pupils are encouraged to use tier 2 & 3 language in lessons both verbally and in extended written work for example in evaluations. Knowledge organisers reinforce this language and encourage routine application in their e-portfolio. At the heart of our creative curriculum is the engagement of pupils with practical tasks. These tasks specifically serve identified needs, solve problems – and function, it is considered essential that these learning activities reflect the nature of the subject within a range of contexts. These include the world of work, the development of communities and society, the environment (sustainability impact) and the ways in which technologies or technological solutions address or affect these. Pupils are encouraged to make, share, justify and discuss value judgements with respect to their own design decisions. Extra curricula opportunities are on offer.

Impact

By the end of year 8 all pupils will be able to relate Design Technology to the real world, have a growing technical knowledge of Design Technology in a variety of material areas including food, product design and textiles. They will be able to problem solve real contextualised briefs in a variety of materials. They will also know how to critique and evaluate their own work and the work of others.