

British Values in the Endeavour Curriculum



British Values through Design & Technology

Rule of Law

Design and technology at Endeavour helps pupils to develop an understanding of the rule of law by

- developing an understanding of the importance of safety rules when evaluating products or when using tools and equipment.
- helping pupils recognise and understand and accept that if these rules are not followed that there are consequences to this.

Democracy

Design and technology at Endeavour helps pupils to develop an understanding of the rule of law by

- Providing opportunities where children must take the views and opinions of others into account but still have the right to make their own choices for example when devising design criteria.
- Providing opportunities to take turns both in speech and practically with others.
- Helping pupils to recognise and understand that it is not always possible or right to have their own way and understand the value of compromise for example when selecting a design to make or deciding materials to use etc.

Tolerance & Respect

Design and technology at Endeavour helps pupils to develop tolerance and mutual respect by providing opportunities whereby pupils learn to

- tolerate ideas from others that are different to their own.
- recognise that many great design ideas originate from other cultures.
- listen to and consider the ideas and opinions of others even if they differ from their own.
- take turns during discussions to resolve difficulties or make decisions.
- offer supportive comments in evaluations that will improve learning outcomes in a way that is objective but sensitive to the listener.

Individual Liberty

Design and technology at Endeavour helps pupils to develop a sense of individual liberty through opportunities where pupils learn to

- understand that they are able to listen to others but can still use their own ideas and design choices when making an artefact.
- accept that others ideas may not be the same as their own but are able to accept this.