

## Intent: What are we trying to achieve?

Subject Vision - Design and Technology

To provide pupils with a good quality experience in D&T which provides access to all aspects of the national curriculum and ensures pupils are fully prepared to access our GCSE D&T subjects, should they choose this pathway. We want to create learners who are confident, competent and enjoy attending D&T lessons.

Design and Technology at Parklands aims to enrich pupils understanding of designing and manufacturing, using a range materials, technologies and manufacturing processes. It also aims to provide pupils with a wider understanding of the impact of the above areas. This includes the impact on cultures, society and also the environment. At KS3 we aim to meet also aspects of the national curriculum and ensure where possible, our teaching reflects the continuously changing industrial practices so pupils have context for what they learn. At KS4 we aim to provide pupils with a curriculum which gives pupils options to focus on particular areas of design and manufacturing, including Fashion design, Product design, manufacturing (including automated) and Engineering.

### Curious Learners

Curious learners are creative learners. At every opportunity we promote learners to make creative decisions independently. This includes selecting design briefs, choosing a target market and making decisions regarding the appearance of products, including informed choices on materials and manufacturing techniques. We encourage pupils to think 'outside the box', to design products which are innovative and purposeful.

### Respectful Citizens

Pupils will learn the importance of how decisions as a designer can have an impact on others. Pupils will learn how design decisions can impact the environment and the availability of finite resources. They will also learn how design decisions can affect other people, both culturally and socially.

Learners in D&T will learn how to work in a potentially hazardous environment safely, ensuring their own safety and the safety of others.

### Aspirational Individuals

In D&T success is celebrated throughout the year groups. Our assessment policy helps to add value to key pieces of work and celebrates achievement. It also assists with guiding pupils to better outcomes, outlining what steps need to be taken to achieve more.

Modelling outcomes is a strength within the department and helps to set the standard for expectations.

### Motivated Achievers

One of our biggest goals in D&T, particularly at KS3, is for pupils to enjoy D&T lessons. Much work, including the use of pupil feedback, has been done to develop schemes and projects that pupils enjoy. This allows pupils to produce work and manufacture products which they can be proud of. Our curriculum is also designed to promote ambition and high aspirations for all learners regardless of gender.

### The Key concepts that run through Design and Technology:

- Pupils must continue to have an understanding of the working and theoretical properties of our material categories.
- Pupils must continue to design products which satisfies the needs of specific customers or groups of customers.
- Pupils must learn to find solutions to problems in a design and manufacturing context.
- Pupils must develop a strong understanding of the wider issues related to material categories and manufacturing processes. This includes society, culture and the environment.
- Pupils must continue to uphold the appropriate safety rules when working in the specialised classrooms and using specialised tools and equipment.