

CULTURAL CAPITAL OPPORTUNITIES IN DESIGN AND TECHNOLOGY

In the classroom, pupils are guided by their teachers who have expertise in their own specialist areas of the Design and Technology curriculum. Pupils are encouraged to seek advice from their teachers with any project or skill they want to develop further. Pupils also have the opportunity to:

- Participate in practical projects using materials and techniques that might be new to them, such as CNC manufacturing and laser cutting.
- Create and design products influenced by various cultures, as outlined in the curriculum mapping.
- Explore the impact of historical developments, globalisation, and cultural influences on design and technology.
- Work alongside staff from diverse backgrounds who offer workshops and share their unique design perspectives.
- Take part in after school clubs where students can learn and develop their skills with the help of experienced volunteers and teachers.
- Go on educational trips and visits to experience design and technology in different cultural settings, such as museums, exhibitions, and industry sites.