Curriculum Aim – DESIGN & TECHNOLOGY (Textiles/Graphics/Product Design)

The aim of Design Technology is to explore the world of creative and original design. *To prepare students to participate confidently and successfully in an increasingly technological world.* *To enable students to design and make products themselves.* *To explore a wide range of design materials and to use them creatively.* *To experience a range of new technologies* *To facilitate progression through GCSE, A level and onto University.* *Design and Technology is where Art and Science meet.*	<u>KS 3 Intent</u> Working in modules by rotation • To develop a passion for designing and making for all students of all abilities • Building practical skills to enable them to realise their own designs • To develop a knowledge and understanding of a wide range of design materials in preparation for GCSE • To be able to work independently and as part of a team • To be aware of deign movements and designers • Develop working understanding of plastics, metals, timbers, fabric and yarns • Introduction to CAD/CAM • Introduction to smart materials • Improving designing and communication skills
	<u>KS 4 Intent</u> Students choose their options • Prepare students to participate confidently and successfully for an increasingly technological world • Build confidence and competence through practical activities • Links to industrial practice so students can see how subjects can lead to possible careers • Expand on and build new skills from KS3 • Opportunity to work creatively when designing and making and apply technical and practical expertise • Build awareness of historical, social, cultural, environmental and economic factors • Gain inspiration from a range of artists and designers • Excellent links with Maths and Science and Art
	<u>KS 5 Intent</u> • Work independently (project management and problem solving) • Work with clients, mirroring industrial practice • Develop working practice – designing through a design process • Develop more demanding testing and modelling techniques through CAD • Investigation techniques – analysing products, problems and tasks • Focussed links to Maths and Science and Art • Exploring new and creative techniques

Curriculum Implementation	• Curriculum docs • Lesson provision • Options evening – yr 9 • Open evening, yr 6 and 11
Curriculum Impact	Assessed through: • Student outcomes • Learning walks and observations • Work scrutiny • Termly data analysis through ALPS connect and SISRA • Department/HOF meeting minutes • KS 4/5 uptake • Extra curricular attendance • SEN/PP tracking data • Summative/Formative assessment **Strong Impact** if: • Excellent outcomes at KS4/5 (results) • Post 16 pathways are successful • Excellent behaviour in lessons and attitude to learning • Students take pride in their work, presenting it to a high standard • All students accessing curriculum (differentiation) • Happy and successful students and teachers