

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 Use imagination and innovation to solve problems and create products. 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.

KS 3 Intent

- 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 expand vocabulary to include technical words
- To be able to work independently and as part of a team to solve problems
- To be aware of design 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

KS 4 Intent 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
- Use iterative design to solve problems and build resilience
- Build awareness of historical, social, cultural, environmental and economic factors
- Gain inspiration from a range of artists and designers
- Excellent links with Maths, Science and Art
- Create curiosity within the subject matter