

# **School Curriculum Subject Guide**

## **Design and Technology**

(last updated in June 2016)

#### Aims

Design and Technology teaching should encourage students to:

- Develop an awareness of the needs of people and society and an understanding of the world in which we live
- Develop the ability to recognise, analyse and solve problems
- Develop their natural capabilities to invent, create and achieve solutions (within their stage of development)
- Work with a range of techniques, tools and materials

Every student should have the opportunity to take part in Design and Technology activities. The nature of Design and Technology enables learners to achieve success as long as the learning process is managed well. Effective planning and management are crucial as they enable the development of skills and knowledge at a pace appropriate to the abilities of each individual.

Design and Technology should offer activities which familiarise students with planning and making artefacts. It should introduce relevant skills, knowledge, concepts and opportunities for:

- Building upon past experience
- Co-operation with others
- Developing self-esteem and self-motivation

Design and Technology can:

- Bring relevance to students' learning and enhance motivation
- Make abstract concepts (like force and energy) more meaningful
- Highlight considerations such as economics and aesthetics
- Foster creativity and disciplined imagination
- Encourage logical thinking and problem solving skills and strategies

### Better futures for young lives with epilepsy and associated conditions



Design and Technology learning will comprise differentiated and relevant activities across the Key Stages.

#### Identified outcomes

- Provide students with a sensory experience of a visual and tactile nature
- Encourage students to observe, identify and understand elements of design in the natural and man made world
- Use information and knowledge from many areas in a practical problem solving situation
- Appreciate the safe and appropriate use of certain tools and develop skill in their use
- experience a sense of satisfaction and achievement in directing their own learning where appropriate