



Design and Technology Curriculum Intent

The vision of this department is that together, with families and the local community, we are dedicated to helping young people to develop a lifelong love of learning for Design and Technology. Design and Technology plays a very important part in the curriculum because it introduces students to a broad range of knowledge, skills and understanding, and prompts engagement in a wide variety of activities. Pupils design and make products that solve relevant problems with a variety of contexts. “Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others’ needs, wants and values.” Overall Design and Technology at the Link academy aims to be engaging, challenging giving pupils an opportunity to take risks, become resourceful, innovative, enterprising and capable citizens.

Rationale :

The Design and Technology curriculum offered at the Link Academy aims to offer the students an opportunity to: -

- Develop new practical skills.
- Develop awareness/ need for Health and Safety.
- Develop an understanding of food hygiene issues.
- Develop problem solving/ thinking skills.
- Develop communication skills.
- Develop social skills (independent and co-operative).
- Extend existing/ new practical skills.
- Learn and use appropriate technological vocabulary.
- To be aware of technology in its wider contexts.
- Develop skills to compliment other curriculum areas (Numeracy, Literacy, etc).
- Develop self worth/ esteem.
- Produce quality outcomes.
- ***To realise learning can be fun!***
- ***To see what they can achieve!***

Dreaming big	Rewarding effort	Leading together	Respecting each other and our world	Learning that inspires
<p>Design and Technology is taught through 4 different subject areas, Textiles, Food preparation and Nutrition, 3D design and Graphics. Having experience in these areas give students an opportunity to work with different materials and processes which will help them make well informed decisions for options at KS4 and possible future careers.</p>	<p>Design and Technology allows students to create physical high quality outcomes which can be the consequence of good effort and concentration, which they can take home and enjoy with their own family and friends, creating positive links between school and what they can achieve, which can also be rewarded at home. Through a culture of high aspiration, our students will believe that consistent hard work, well-focussed effort, strong attendance and a positive attitude will be rewarded. Because of this, students recognise and are proud to share their accomplishments.</p>	<p>In design and Technology Students work collaboratively while creating projects and solving real life problems. Students can use prior knowledge and knowledge of others when working together to complete individual and joint outcomes. In the Technology classroom collaborative learning methods are used which focus on encouraging communication, getting every learner to join in, helping peers to solve design problems in teams and to learn from each other, leading together.</p>	<p>Understanding aspects of the world around helps students in their personal decisions that affect their health and enjoyment of the environment. The development of skills, knowledge and confidence in solving problems will help the students think about a more sustainable future. Being able to lead a Healthy lifestyle is a life skill and can encompass all areas of design and technology from eating healthily, working safely on their own projects.</p>	<p>Seeing other students work which is proudly displayed and shared through the school newsletter and around school will allow all students to see the potential and worth of the subject. The ever increasing complexity of the technological world means that students will benefit from seeing how traditional and more technological advances in technology can be used to create ever increasing more complex projects and outcomes.</p>