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## Intent

The Design and Technology (D & T) curriculum allows our students to solve problems, think creatively and develop ideas.

Students have opportunities to use creative thinking and activity within a defined purpose and a tangible outcome. The D & T curriculum supports our students' curiosity and creativity, as well as preparing them for living in a modern world where technology is rapidly changing and advancing.

# **Implementation**

The teaching and learning of DT will be facilitated through the cross curricular projects within the Cornerstones topic planning cycles.

In designing, students will be encouraged to express their ideas through a range of media using both 2D and 3D forms. They will have the opportunity to learn the knowledge, understanding and skills needed in the process of designing. The students will communicate their ideas through discussion, sketches, diagrams and prototypes.

In making, students will put the design process to the test in concrete terms and be encouraged to experience a range of materials and processes. They will have the opportunity to learn the knowledge, understanding and skills needed in the process of making. They will select and use different materials and tools.

In all areas of D & T emphasis will be placed on safety and the correct use of tools, equipment and materials.

# **Impact**

Students will be inspired to develop their understanding of D & T and see how it has helped shape the ever-evolving technological world they live in.

Student progress will be monitored at intervals throughout the year.

Most students will gain AQA unit awards linked to their work in DT and some students will gain relevant units in the OCR Life and Living Skills Award.

