

### **OUR APPROACH TO: DESIGN AND TECHNOLOGY**



"You are just as likely to solve a problem by being innovative and determined – as by being brilliant."

Sir James Dyson

# DESIGN AND TECHNOLOGY

**KS3 SUBJECTS ON A PAGE** 

Through our curriculum, we aim to develop the attitudes of enquiry, initiative and resourcefulness, whilst reflecting diversity in modern Britain. Pupils investigate international designers and design movements to broaden their understanding of cultures and traditions around the world.

#### **CURRICULUM KNOWLEDGE**

The curriculum allows students access to the National curriculum through the study of: Materials – Timbers, Polymers, metals, modelling – Card and styrofoam, Manufacturing methods – Drilling, cutting, sanding, folding, Design – hand sketching and digital design – 2D CAD, systems and control – Mechanisms.

## **SUBJECT SPECIFIC SKILLS**Pupils will learn to solve

problems, work independently and be creative. We believe that these skills are fundamental to our pupils succeeding in the everchanging workplace.

#### **IMPLEMENTATION**

- The Design Technology Unit overview is written and regularly reviewed and updated by subject staff.
- Lesson by lesson
  powerpoints and resources
  are QA'd by Subject Leader
  and shared on the M drive.
- Re-call of knowledge is supported via the interleaving of topics through starter tasks, homework and end of unit assessments.
- Formal feedback is given at least once per half term and identifies strengths and areas for development and includes a comment on progress after each KAP.

#### DT IMPLEMENTATION OF THE WIDER MILLTHORPE CURRICULUM:

#### RESPECTFUL

#### Engaging positively with problem solving activities.

- Providing well planned peer assessment to support the learning of others.
- Participating effectively in a group as well as being able to work independently and safely.

# RESPONSIBLE Aiming high in DT ATL.

- Aspiring to the 'gold/thinking harder challenges' in lessons.
- Engaging positively with assessments to identify next steps.
- Using R for reflection time for personal improvement.

#### READY

- Investigate a wide variety of different global cultures and traditions.
- Knowledge of careers in the design technology sector in lessons and trips.
- Understanding of organisations that are world class and their continuous improvement activities making them globally competitive.

#### INTENDED IMPACT

- The KS3 curriculum meets the requirements of the National curriculum.
- End of unit formal assessments are completed and show progress.
- Student's 'R for reflection'

responses demonstrate that all pupils use their assessments to advance their learning.

■ To prepare our students for successful KS4 study of a Design Technology subject.