



Technology



Our intent

Design Technology aims to build students practical skills and develop their knowledge on the different techniques to inspire them to create high quality practical outcomes.

We build on students' understanding of a wide range of materials and their suitability for a project.

Students take inspiration from existing designers and movements to produce projects which reflects their findings and understanding of their chosen artist.

Our 'why'

Creative and practical skills are important qualities to have and can lead to gaining employment in a wide sector of jobs. Design Technology allows pupils to be creative, learn problem solving skills and to work independently.

They have hands-on experience with different tools and equipment, which enables them to develop and learn a range of different making techniques.

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Our 'how'

The curriculum is sequenced so basic skills are looked at in KS3. Each year group will look at a different material, construction techniques, with surface decoration with the chosen designer. These skills are the building blocks for KS4 curriculum, for those students who chose to take one of the DT strands.

At KS4 pupils will develop the skills learnt in KS3. Students will be expected to work independently on samples from KS3, as well as learning new techniques. This will give them the foundations needed to create their own final pieces independently. Throughout the GCSE coursework pupils are encouraged to extend on their designer knowledge to inspire them to be creative in their coursework, giving clear concise links between their work and work of chosen designers.

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