



DESIGN TECHNOLOGY CURRICULUM INTENT

Without design and technology there would be no computer, no internet, no car, and no buildings. The subject itself teaches skills which enhance pupils' ability to design, create and build - all essential (and non-negotiable) elements of the modern world which facilitate technological growth and widens access to creativity development.

Design Technology is one of the few school subjects where pupils get to use their hands for something other than writing. Along with the knowledge base it provides, the subject develops key motor-skills valued by industry, and which serve young people throughout their lives.

Design Technology aims to build pupils' knowledge of key materials, mechanisms, electronics, new and emerging technologies, as well as an appreciation for the issues faced by humanity and how these intersect with technological developments. Students are creatively experimenting and being encouraged to make and test models and take risks.

The main aims of D&T at Swanlea are to develop students' abilities to design, make, evaluate and analyse made-things, as well as developing their knowledge of products, determinants of product quality, and their rights as consumers. From the start of KS3, students are prepared to use design software packages which they use to create designs of their own. Students are presented with design opportunities that are relevant and both themselves and to current affairs, as well as attempting to expand their horizons and build cultural capital. With a focus on understanding user needs, pupils engage in research exercises such as surveys amongst their peers. With a variety of projects which give exposure to different key skills. D&T at Swanlea is skills-lead and knowledge rich.