Curriculum Intent Statement

Design and Technology KS3

 *“When learning is purposeful, creativity blossoms. When creativity blossoms, thinking emanates. When thinking emanates, knowledge is fully lit. When knowledge is lit, design flourishes.” - A.P.J. Abdul Kalam*

Design and Technology is and always has been a subject that ensures pupils develop not only academically, but also develop the often-forgotten practical skills we all rely upon in our daily lives. The latter being vitally important after the scaffolding of school and broader education is filtered away and replaced by the practical nature of real life.

During years 7,8 and 9 pupils will study a mixture of Engineering, Hospitality and Catering and Product Design on a rotational basis. Each subject introduces, explores, and aims to develop a variety of practical, analytical, and theoretical skills. Pupils will develop practical skills when introduced to different cooking, making, and manufacturing techniques. Analytical skills like understanding how to problem-solve through tactful support, challenge and freedom using creativity and iterative design concepts. Moreover, pupils will develop theoretical knowledge from nutritional science to hospitality business principles in Hospitality and catering. To the advancements in technology and environmental impacts of manufacturing and design throughout Engineering and product design. It is important to note that pupils studying Design and Technology at KS3 level will, at times, be asked to explore their own ideas in a creative manner. To aid this Design and Technology department has put in place elements of scaffolding and support. This ensures pupils can attain key knowledge in organically formed chunks, which are assessed in a variety of different ways and improved upon over time with aim of developing natural independence as they make their transition to KS4.

These skills are crucial and bridge a gap between the arts and sciences. In effect, Design and Technology gives pupils the only real educational opportunity and setting to apply and combine skills from other educational subjects like mathematics, science, and geography. Reflectively and Relevantly. By studying Design and Technology, pupils can make better decisions, learn invaluable employment skills, and understand the impact of products, societal choices, and manufacturing on and in our world. Design and Technology is the linkage that harbours, develops, and applies academic knowledge learnt in multiple curriculum areas practically.

Engineering

During each Engineering rotation, pupils will research, design, and make products to a set brief. The briefs are designed to challenge, engage, and encourage independent design thinking. The products made will give pupils knowledge of health and safety, hand tools, machinery and theory knowledge attached to each brief. Ensuring all pupils that choose this subject as a GCSE option have the relevant experience to achieve, believe and succeed.

Hospitality and Catering

During Hospitality and Catering, rotations pupils make a variety of different food products weekly. The food items cooked are progressively more technical throughout the rotation aiming to introduce, explore, and develop a good knowledge of preparation, cooking and presentational techniques crucially underpinned by important health and safety practices. Ensuring all pupils that choose this subject as a GCSE option have the relevant experience to achieve, believe and succeed.

Career Pathways

Engineer (multiple), Architect, Product designer, Interior designer, Motor vehicle technology and repair, Construction and building services, Chef, Nutritional scientist, Dietitian, Hospitality services manager, Marketing and many more.