



### Department: Design & Technology

#### Overview:

In design and technology, pupils combine practical and technological skills with creative thinking to design and make products and systems that meet human needs. They learn to use current technologies and consider the impact of future technological developments. They learn to think creatively to improve quality of life, solving problems as individuals and members of a team.

Over the course of KS3, students will learn about Design & Technology through working with textiles, timbers, electronics, computer-aided-design, paper and board. All students will also learn about food and nutrition through our Food Technology lessons.

At GCSE, we follow the AQA course. Students study the theory of Design and Technology whilst also completing practical coursework tasks. At GCSE, we specialise in timbers and students learn in detail about the working properties of timbers, whilst also completing practical work that applies this knowledge.

#### Assessment

At KS3, pupils are assessed at the end of each topic. However, we find it most helpful to provide students with ongoing feedback throughout their projects. Design Technology is an ongoing process of testing, evaluating and improving your work and we give students opportunities to do this as they work.

At KS4, pupils are assessed each term. These assessments are both practical and also written, when testing students' theoretical knowledge.

#### Grouping & Setting

We believe that students complete their best work in mixed ability groups. DT is a wide ranging subject and allows opportunities for students of all abilities and interests to excel. Whilst one student may excel in wood working, they may struggle with textiles. We find mixed ability groups allow students to share their skills in different areas with each other.

#### Support/ Revision/ Extra Curricular and Useful Websites

We encourage parents to take their children to museums to see a range of design.

Stem.org.uk is a great place to find out more about the relationships between design, maths and science.