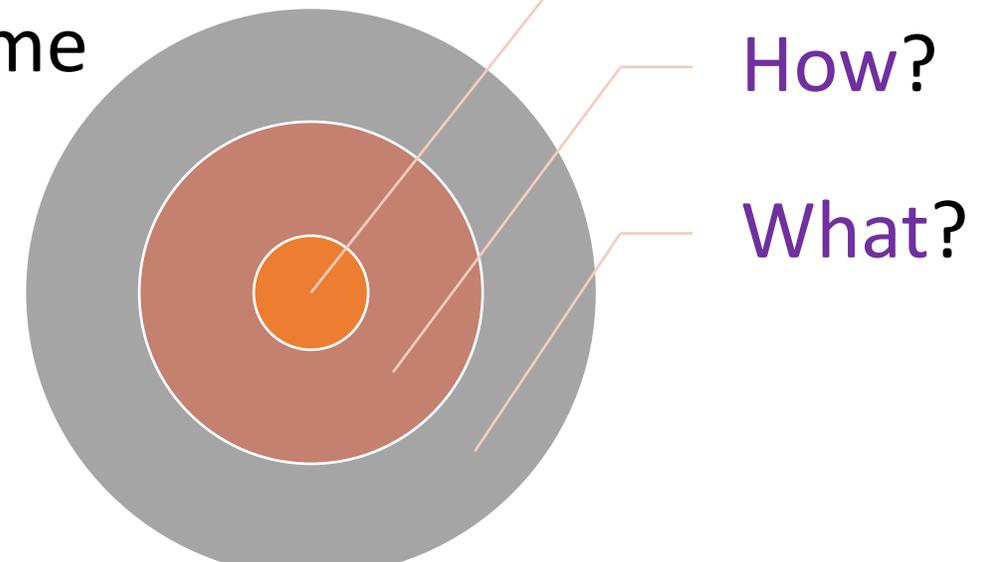
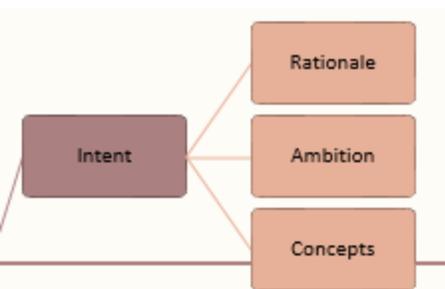


Ambition: Your subject

- Read the NC for your subject
- What is your vision for your subject? **Why** are children learning it?
- How would you like children to learn it? Teachers to teach it?
- What are the end points of your programme of study?

Curriculum Design:

- 1 – Define the purpose of the curriculum
- 2- Decide key principles and values
- 3 – Plan end points
- 4 – Define the content
- 5- Establish the sequence
- 6 – Plan how and when to review



What? (outcomes)

Confident and articulate explanations of understanding.

Producing products that's for a specific purpose and person – meeting a project aim or brief .

Knowledge and skills progression.

Knowing what D&T is and how it relates to them daily and in the wider world.

Producing high quality products , which promotes a child's ability.

How?

D&T is NOT about making something to take home, its creating a products for specific person and purpose.

Having the passion to succeed no matter what risks or hurdles have had to be overcome.

Positive comments

Giving already existing products to the children so they can visually see and handle them – a way to get them inspired.

A progression of skills, which are developed on year after year.

Have a clear D&T cycle followed for every project carried out no matter what year group the children are in.

Children having the enthusiasm for the subject.

Providing opportunities for the children to try out and redesign ideas.

Why?

To build core skills and expertise that can equip the children throughout their life and careers.

Having broad and open brief/aim of a project (particularly starting in KS2).

Setting projects that are meaningful and purposeful. Make it relevant to the children.

To build transferable skills like problem solving, resilience, creativity and team workers.

Teachers having the enthusiasm for the subject.

Share current designers and past designers to show developments and advances with Design and technology.

To develop independence including the need to take risks and make adaptations to products produced (also transferable) to make is more suitable for its purpose.

Resources and equipment (with risk assessments).

To develop their knowledge of the world by understanding the impact D&T has had and will have in the ever developing and changing world.

To strengthen academic excellence with links to core subjects (Maths, English and Science).

It's through mistakes you actually can grow. You have to get bad in order to get good.
 Paula Scher (Graphic Designer)

Design is no just what it looks like and feels like Design is how it works.
 Steve Jobs (Apple Inc)

