Design Technology Statement

🎯 Our Curriculum Intent

At Great Arley, our Design & Technology (DT) curriculum is designed to offer students an authentic, engaging, and challenging experience that prepares them for life in an ever-evolving technological world. We aim to develop pupils' creativity, confidence, and practical capability so they can tackle real-world problems with imagination, resilience, and skill.

Our intent is to:

- Equip students with the **creative, technical, and practical expertise** needed to perform everyday tasks and contribute meaningfully to a modern society.
- Develop students' ability to **design, make, evaluate, and refine** products for a range of users and purposes.
- Encourage pupils to become **independent thinkers**, able to adapt to technological changes and function successfully in a design-rich world.
- Promote **confidence, collaboration, and communication**, while embedding essential life skills such as risk assessment, resilience, and self-evaluation.

🔄 Curriculum Overview

The DT curriculum is designed to provide a clear pathway of progression from Early years, Key Stage 1 through to Key Stage 4. It is adapted to suit the diverse needs of our learners and supports meaningful, practical learning across all phases.

- **Primary Red:** Students follow the semi-formal Equals curriculum for Design and Technology. Learning is practical and hands-on, giving pupils opportunities to explore materials, try out ideas, and enjoy making simple creations.

- **Primary Yellow:** Students follow the formal Equals curriculum for Design and Technology. Pupils develop their skills step by step, practising how to design and make simple items with support.
- **Primary Blue:** Students also follow the formal Equals curriculum for Design and Technology. Pupils are encouraged to follow instructions, make choices, and complete straightforward projects at their own level.
- **Key Stage 3:** Students build on their earlier experiences with content drawn from KS1 and KS2 National Curriculum objectives.
- **Key Stage 4:** Students who chose to follow the ASDAN Short Course in Enterprise, develop transferable skills in planning, production, and evaluation.

🛠️ Skills and Knowledge Students Develop

Throughout the DT curriculum, students progressively develop a wide range of practical and cognitive skills:

- **Practical Skills:** Measuring, cutting, assembling, shaping, joining, and finishing using a range of materials including wood, textiles, plastics, and food.
- **Technical Knowledge:** Understanding the properties of materials, product functionality, and mechanical components.
- **Design Thinking:** Planning, sketching, researching, modelling, and refining ideas to meet design briefs.
- **Health and Safety Awareness:** Learning and applying safe working practices, risk assessments, and tool handling procedures.
- **Vocabulary Development:** Using subject-specific terminology confidently in both written and spoken contexts.

Pupils work on **real-life design problems**, learning to evaluate their own work and the work of others, promoting reflection and continuous improvement. These core competencies support students in DT and across a range of subject areas.

🌍 Careers and Cross-Curricular Connections

Design & Technology provides strong foundations for future learning, careers, and life skills. It is closely linked to a range of employment pathways and supports broader academic and personal development:

Careers and Employability

- Students explore roles in fields such as **construction, carpentry, design, catering, product development, and enterprise**.
- The **ASDAN Enterprise course** in KS4 helps students develop entrepreneurial skills and workplace readiness.
- Projects involve working to a brief, budgeting, teamwork, and presentation skills, key components in many technical and vocational careers.

Cross-Curricular Links

- **Maths:** Measurement, estimation, scale, geometry, and calculation.
- **Science:** Forces, materials, nutrition, heat transfer, and sustainability.
- **Art and Design:** Aesthetics, sketching, colour theory, and visual communication.
- **Computing:** Research, digital design tools (e.g. CAD), and presentation of ideas.
- **PSHE and Life Skills:** Food preparation, risk awareness, hygiene, budgeting, and teamwork.

Design & Technology at Great Arley is more than just making; it's about thinking, problem-solving, and preparing students for life. Through a hands-on, inclusive, and real-world approach, we ensure that all students leave school with the skills, confidence, and curiosity to engage with the designed world around them.