



Subject	Design Technology
----------------	--------------------------

"The best way to predict the future is to create it"
Abraham Lincoln

Curriculum Intent

Design and Technology is an inspiring, rigorous and practical subject that encourages students to learn, to think and intervene creatively to solve problems. Our aim within the curriculum is to create innovative, independent thinking individuals who are ready for an ever changing technological world. Through Design Technology students become autonomous and creative problem solvers, as individuals and as members of a team.

Powerful knowledge in Design Technology

At Breckland School, we encourage students to use their creativity and imagination, to design and make products that solve real and relevant problems within a variety of contexts.

Through evaluation of past and present Design and Technology, students develop a critical understanding of its impact on daily life and the wider world. Students will get the opportunity to work creatively when designing and making and apply technical and practical expertise.

Curriculum Features

Through a variety of projects, we teach the knowledge, understanding and skills needed to engage in an interactive process of designing and making. We ensure pupils are familiar with the design cycle:

Design – use research and develop criteria to design for a purpose and communicate their ideas through a range of mediums.

Make – accurately and confidently use a wide range of tools and equipment on a variety of materials.

Evaluate – evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.

Through this process, the aim is to build the skills needed to successfully design and make high-quality prototypes and products for a wide range of users.

Our curriculum is designed to promote a general enthusiasm for designing and making. Students are encouraged to reflect on the wider impact of D&T – for example, the sustainability of the materials they work with. We strive to offer open-ended design tasks that allow for maximum extension/challenge and maximum progress. Support is also given to enable all to engage, feel confident and achieve.



Curriculum Enrichment

Design and Technology enables our students to actively contribute to the creativity, culture, wealth and well-being of themselves and their community. It teaches them how to take risks and so become more resourceful, innovative, enterprising and capable.

Additionally, it provides excellent opportunities for students to develop and apply value judgements of an aesthetic, economic, moral, social, and technical nature both in their own designing and when evaluating the work of others.