**D&T Curriculum 2019**

***Intent***

* D&T aims to have a curriculum which will allow students to become **self-motivated** and **confident** learners, who can work **independently** and as **part of a team**.
* The main aim is to ensure that learners develop **technical** and **practical** competencies as well as the wider soft skills valued by employers.
* Our priority is for students to be problem solvers who are ***not afraid of making mistakes***.
* We hope our students will become responsible citizens who make a positive contribution to society.

***Implementation***

* The department firmly believes that students learn best by ***‘doing’*** and by allowing them to experiment and take risks, in a safe and positive learning environment.
* This is achieved through imaginative teaching that embraces new technologies and resembles modern industrial processes, whilst retaining the best of traditional practices.
* At the heart of this, is the desire to deliver a curriculum in which students express creativity through designs and produce **high quality outcomes**.
* Students must learn about designers and their work, especially British designers. They also must learn about the importance of managing finite being a designer/engineer.

***Impact***

* Student are able to improvise, adapt overcome problems.
* Students feel supported and secure in making mistakes and do not aim for perfection.
* Consistently numbers of students select the course at GCSE and we have enough high quality students to always offer A level D&T.
* To enable students to combine their designing and making skills with knowledge and understanding, in order to design, make, analyse and evaluate products of high quality.
* Children express their own creativity through their designs and are more socially confident to give their opinions.
* Collaborative skills are honed so they can work with a client

***Wider curriculum***

* Opportunities to use other subjects in D&T such as maths, science, business studies, history as well as other extra-curricular clubs such as art club or gardening club.
* The D&T curriculum allows students to develop a set of transferable skills they can enjoy in school and use in their future working lives.