

Design Technology Curriculum Overview

Design & Technology is a practical and valuable subject, allowing our students to combine problem solving, creative thinking and design skills through practical investigation. Design Technology is rigorous and demanding and enables students to develop expertise and abilities to engage positively in the designed and made world. As they progress through the Academy, they will learn about design principles and will also be introduced to advanced techniques including digital technologies such as CAD/CAM.

DT enables young people to actively contribute to the creativity, culture, wealth and wellbeing of themselves and their community by developing life skills that encourage students to look beyond the classroom and acquire skills that can be used in real life. By exposing students to real situations and working towards a brief, risk taking is nurtured and makes students more resourceful, resilient, innovative, enterprising and capable learners.

Design & Technology provides students with opportunities to work independently or within collaborative groups. Students are introduced to various materials and techniques in the exploration of each Design & Technology area. Through creativity, imagination and the application of subject specific knowledge and skills students are able to make products that tackle real and relevant problems within an ever-changing world whilst considering their own and others' needs, wants, and values. The OABrightstowe Design & Technology curriculum summarises the above structuring delivery around these Four areas:

Aspirations: enjoy, experience success, future plans	Cultural Capital: wider world and contexts, exposure to experiences outside the bubble
Personal confidence: resilience, problem solving	Creative skills: mastery, personal expression, innovation

Design & Technology has two strands that can be taken at GCSE options. These are: Hospitality & Catering and Engineering. Our curriculum is designed to ensure students are immersed in all aspects of Design & Technology in Years 7,8 & 9. Students are given knowledge of and the opportunity to practice key skills in both subject areas which would allow them to confidently access these courses. The principals of health and safety underpin any practical learning either in the kitchen or the workshop. This creates the base of a safe learning environment in which students are exposed to 'real' tasks. Working to a brief allows pupils to have the opportunity to mimic controlled assessment tasks that would be completed at GCSE level for both Engineering as well as Hospitality & Catering.

[We invite you to read our Long-Term Plan for DT here.](#)

[You can read our full Statement of Intent here.](#)

Should you have any queries or would like further information regarding this subject please contact Ms A Martin via email: Abigail.Martin@oasisbrightstowe.org

Future Career Pathways: Brand researcher/strategist - Copywriter – Entrepreneur - Engineer - Fashion designer or buyer - Graphic Designer - Illustrator - Marketer - Product designer - Structural designer - Teacher - Web designer