

## KS3 Design and Food Technology Curriculum Intent

### What the curriculum is designed to do

Our vision for Technology is of an inspiring, rigorous curriculum centred around the teaching and learning of technical knowledge and practical competencies in support of the design and realisation of different products in a range of media. Creative thinking and an understanding of the broader design process underpins all. Wherever possible, pupils address 'real life' design problems derived from contextual challenges. Students learn design skills & methods whilst using an iterative approach to designing.

### How we deliver the curriculum

In Yrs7&8, every student studies D&T and Food Technology continuously through the academic year, with specialist teachers. This enables the students to experience the full range of D&T material areas, and for teachers to meet all the demands of the National Curriculum for Design & Technology. Our curriculum is accessible to all through provision of a range of opportunities and challenges for students of diverse abilities, talents and backgrounds. Students learn to work both independently and in groups. All are encouraged to be well motivated, confident learners and problem solvers.

In D&T, projects are based around design & make activities, covering a range of contexts and materials. Each project also aims to build technical knowledge and develop students' ability to analyse & evaluate their own work. We aim to make links to designs and designers throughout history, providing opportunities for children to critically reflect upon and evaluate their designs. We also aim to, wherever possible, link work to other disciplines such as mathematics, science, engineering, computing and art.

In Food Technology, the programme of study encompasses both practical skills and knowledge on nutrition & food ingredients. The range of predominantly savoury dishes the students make, enable them to work independently whilst developing indispensable practical skills for life. The theory aspect builds students' knowledge and understanding on nutrition, as well as giving them opportunities to evaluate their dishes and suggest viable alterations. Across the curriculum the complexity of the skills increases, as does the depth of the knowledge.

### How we assess students

We assess projects termly and monitor progress over time. Ensuring that by the end of the key stage, students have:

- Developed the creative, technical, and practical expertise needed to perform everyday tasks confidently.
- The ability to apply a repertoire of knowledge, understanding and skills, in order to design & make high-quality prototypes and products for a wide range of users & critique, evaluate and test their ideas and products, and the work of others.
- Developed a critical understanding of the impact of Design & Technology on daily life and the wider world.
- An understanding and ability to apply the principles of nutrition, and how to cook a range of healthy dishes.

At the end of KS3, students can continue to progress into a range of D&T specialist areas.