

Curriculum Intent

The Design and Technology curriculum aims to develop students' skills, knowledge, values and passion for Design and Technology, to allow them to be successful in an ever-changing world.

Students will develop their problem solving, organisation, planning, creativity and analysis skills, through a carefully developed curriculum. This provides opportunities for students to gain understanding of a range of materials, ingredients and the impact these have on themselves and the world around them.

Strong values of high expectations, pride in their work, confidence, strong work ethic and a growth mindset, are instilled in students throughout their education in Design and Technology at WPT. A deep passion for the subject is developed, through highly-engaging and relevant curriculum content, with an emphasis of involving industry in the classroom, through an extensive network of links with third parties.



Have your say!

At WPT we're always looking for feedback. If you have any thoughts/opinions on this Curriculum Newsletter, its content or the curriculum in general, please scan the QR code to fill out a short feedback form.



Year 7 Curriculum

In Year 7, students undertake a range of focussed practical tasks to develop their manufacturing skills and complete the following projects:

- Money Box Project
- Ali-Mals Project
- Pewter Casting Project

They also learn to cook and prepare the following dishes:

- Fruit Salad
- Deli Salad
- Vegetable Soup
- Pizza toast
- Stir Fry
- Veggie Crumble
- Breakfast Muffins
- Carrot Cake
- Chickpea Curry

Students learn about the source, seasonality and nutrition of a range of commodities.



Alongside this, students learn a range of design and problem-solving skills to prepare them to respond creatively to a series of context-based problems.

The contexts they are given in Year 7 are:

- Designing Chad Valley a children's educational toy, which must be made from timber and have a moving part
- Designing an animal-themed souvenir made from metals for Millennium Galleries, who are looking to extend their range of products in their gift shop
- Developing a recipe for a vegetarian curry that is inspired by a culture of your choice.

Assessment Points

Students are assessed on an ongoing basis against the following criteria, that link directly to the Technology Can Do statements; Research, Solving Problems, Specification, Design Communication, Manufacturing Plans, Mathematical Modelling, Isometric Drawing/CAD Drawing, Manufacturing Knowledge, Manufacturing Skill, Testing and Evaluation.

The Technology Way

The Technology Way is designed to help students become young subject specialists. The Subject Way has two main purposes, to teach students the vital skills they need to achieve their full potential and to teach students how each subject relates to the wider world, incorporating the life skills they will learn.

THE TECHNOLOGY WAY



We use technological key words

We follow project plans **recipes methodically &**

We are inquisitive about how things are made

We are self-disciplined

We take pride in the presentation **of written & practical work**

We evaluate the success of our designs

We work sensibly & safely

We use demonstrations to improve our ways of working

We think creatively & innovatively to problem solve

We reflect on and learn from previous attempts



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SUBJECT WAYS