Longridge High School

Excellence and ambition from all, for all

CURRICULUM VISION Design and Technology

Our vision is to ensure and assure that all pupils achieve excellence in all that they do. In Design and Technology through a variety of creative and practical activities, pupils will be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. We aim to foster and develop the intellectual, social, creative, physical, moral and spiritual development of all our pupils. At Longridge High School, we see each young person as unique, and we celebrate this individuality by ensuring that they:

- Are successful and ambitious learners who enjoy creative, dynamic, and reflective learning
- Are supported, challenged and equipped for the future by learning how to take risks, and by becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they will develop a critical understanding of its impact on daily life and the wider world.
- Develop as confident individuals who can live safe, healthy and fulfilling lives
- Develop community values and take responsibility for themselves and others, making a positive contribution to society

CURRICULUM INTENT

Our intent supports our vision through a broad, balanced, relevant and ambitious curriculum for all our pupils, which fosters an aspirational culture of high achievement. This curriculum has a foundation of equality, inclusivity and diversity. We aim to develop and deliver a coherent and well-sequenced curriculum, which widens the enrichment experiences and further develops the cultural capital of young people.

Using creativity and imagination, pupils will design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They will acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art.

We view the curriculum as the total of a pupil's experience of education with a clear focus on:

- Successfully designing, developing and adapting a curriculum that is based on the principles of the National Curriculum but sequenced and built to meet the needs of all pupils in school. The Design and Technology curriculum will develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
- Embedding opportunities for pupils to know and remember more, in and across subject areas.
- Ensuring and assuring the highest quality of teaching and learning so that all pupils are explicitly and expertly taught powerful and core knowledge via the key principles of researching, designing, making, evaluating and through technical knowledge gained.

- Giving them the important knowledge they need to understand, participate, question and interpret themselves and the world around them. They will build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users.
- Developing deep core knowledge for lifelong learning and enrichment within and beyond the curriculum. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens and are empowered to utilize the technical skills and knowledge in later life.
- Ensuring and assuring that all pupils have 'a seat at the table' of society and are empowered with a confident voice for themselves and others through 'the best that has been thought and said.' This will create pupils in Design and Technology who are successful and ambitious learners that enjoy creative, dynamic, and reflective learning throughout later life.

Pupils embrace and celebrate their own and others diversity and cultures through 'windows, mirrors and sliding doors' promoting self-reflection, self-awareness and social awareness. In Design and Technology pupils will study different cultures, beliefs and the work of others to identify and comprehend a vast range of user needs. Therefore, cultivating an aspirational ethos for pupils to be the best version of themselves both as an individual and a member of society.