Design andTechnology

Curriculum intent:

Design and Technology at St Gregory's is an inspiring, rigorous and practical subject. Pupils use creativity and imagination to design and manufacture products and prototypes that solve real and relevant problems that consider social, moral and cultural values. Drawing on disciplines such as Mathematics, Science, Computing and Art, pupils learn how to become resourceful, innovative, enterprising and capable citizens. High quality Design and Technology education makes an essential contribution to the creativity, culture, health and well-being of the nation.

Year 7

	Content	Concepts and Skills
TERM 1	**Toy Train**	• Responsibilities and designers in the wider community • Design Strategies and communicating ideas • Making Techniques
	Textiles	• Past and present professionals • Design Strategies and communicating ideas • Making Techniques
	Light Box Project	• Electronics and Materials • User needs and Design Context
TERM 2	**Toy Train**	• Responsibilities and designers in the wider community • Design Strategies and communicating ideas • Making Techniques
	Textiles	• Past and present professionals • Design Strategies and communicating ideas • Making Techniques
	Light Box Project	• Electronics and Materials • User needs and Design Context
TERM 3	**Toy Train**	• Responsibilities and designers in the wider community • Design Strategies and communicating ideas • Making Techniques
	Textiles	• Past and present professionals • Design Strategies and communicating ideas • Making Techniques
	Light Box Project	• Electronics and Materials • User needs and Design Context