



## Design Technology Curriculum Key Stage 3

### Intent:

To develop reflective, conscientious and students who can create, develop and evaluate the impact and effectiveness of the innovative products they create. To equip students with Key skills they require to thrive as independent global citizens. To lay the foundations and emblazon clear pathways to a successful career in design and creative industries.

Design and Technology at Christ the King College aims to foster students' creativity and channel their enthusiasm, unique skills, beliefs and perspectives towards creating new and innovative solutions to real world design problems. Design Technology builds on both practical and academic skills learnt across the curriculum promoting the application of prior knowledge, ethos, and instilling; understanding, creativity and resilience in students. Through exploration of cultural themed topics within projects, sustainability and environmental issues, and the world around them, students are able to develop their knowledge and understanding and gain confidence through critical evaluations, all helping to support the College's Christian Ethos.

### Curriculum Outline Key Stage 3

#### Year 7

- Resistant Materials - Clocks
- Product Design – Tilt Games
- Textiles - Weaving
- Food – Savoury dishes

#### Year 8

- RM – Copper Jewellery
- PD – Steady Hand Games
- Textiles - String Puppets
- Food – Cooking Techniques

#### Year 9

- RM – Photo frames
- PD – Sculptural lamps
- Textiles – Wearable electronics
- Food – Street Food