



# **Creativity**

## **Design Technology**

### **Intent**

A broad but relevant DT curriculum. We intend to provide our pupils with the opportunities to develop their knowledge and understanding of design & technology, alongside opportunities to learn and practise new skills.

For some pupils this will involve 'learning through the subject' e.g. through exploration and investigation, for others it will involve developing technical knowledge, problem solving skills and using tools and machinery to make products.

The DT curriculum will aim to develop the relevant skills, knowledge and independence needed for progression into adulthood, whether that be for daily living, further education and/or work and relevant qualifications.

It also provides opportunities for pupils to develop their communication through speaking & listening, use of the picture exchange communication system (PECS), objects of reference but also in making choices and through developing their design & technology vocabulary.

### **Curriculum 'Intent' can be taught through:**

#### **Modelling**

Staff 'model' positive behaviours, attitudes, skills and communication they want pupils to learn and develop.

#### **Expectations**

All children are encouraged to engage in a wide variety of stimulating experiences where they can explore avenues to experiment, communicate and enjoy.

#### **Fluency**

Children apply their practical capabilities, technical knowledge and problem solving skills in other areas of the curriculum and their lives.

#### **Preparation for adulthood**

Creativity helps children to explore their emotional range so that they'll be better equipped to deal with challenges that will become a part of their lives as they grow

older. Children will be academically, mentally and physically prepared for the next phase of their education and the world beyond.

### **Implementation:**

Content is differentiated and tailored to meet the needs of the pupils, incorporating where possible their strengths and interests. Lessons can be planned, designed and adapted to a changing school population.

### **Sensory:** Opportunities to;

- Incorporate creativity into other lessons throughout each day.
- Attend enrichment activities on a weekly basis e.g. art club.
- By encouraging interaction, cooperation and communication skills at a level appropriate to the individual.
- Fine motor activities to support working with tools in DT.
- Through cross curricular activities e.g. creating art-work using a computer programme.

### **Primary**

- Learn about design and technology through a theme based curriculum. (cross-curricular)
- By encouraging investigation, exploration and communication.
- By recording the skills and knowledge in each year group to ensure progression (where possible).
- By high quality teaching using FPT (focused practical tasks), modelling and demonstration.
- Through repetition and re-visiting of key skills.
- Through co-ordinated activities to promote the status of design & technology within the school.
- Opportunities to use high quality resources.

### **Secondary**

- To teach creative activities within the core subjects.
- Through weekly design & technology lessons with a subject specialist teacher.
- Accredited courses and qualifications.
- As part of the 'Options' curriculum choices.
- Enrichment opportunities e.g. visiting artists and crafts people.

### **Post 16**

- Through 1:1 teaching sessions.

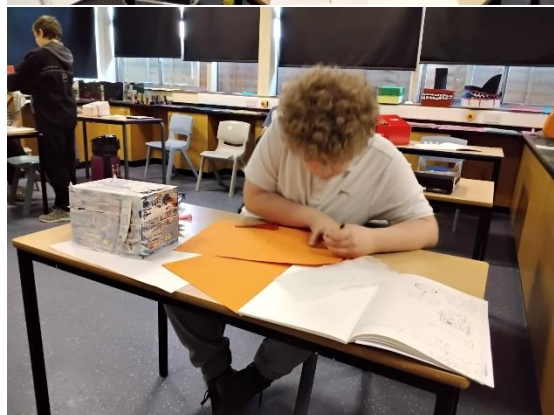
- Through weekly design & technology lessons with a subject specialist teacher.
- As part of the 'Options' curriculum choices.
- Encourage creativity within Enterprise lessons.
- Accredited courses and qualifications.
- Through reinforcing skills, knowledge and understanding in a range of contexts.

**L. T. P. - Thematic Cycle Sensory and Key Stage 1-4 and Post 16**  
**Creativity cycle: Design & technology**

Cycle	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	Mechanisms	Resistant materials – wood-working (Xmas product)	Pneumatics	Resistant materials - plastics	Graphics	Electronics

**Examples of pupil's work in design & technology**

**Pneumatics – designing a pneumatic 'head' to open and close using air power.**



**Resistant materials – working with wood: restoring furniture.**



**Working in 3D – ‘Picasso project’ – designing and making clay slab pots and tiles.**

