

## **Statement of Intent Design and Technology**

The Design Technology department at Oasis Academy Oldham are committed to enthuse and strive to equip pupils with the skills and qualifications to go on and become the next generation of creative practitioners in their chosen field. Our mission is to build confidence and encourage pupils to take ownership of their work and to develop their thinking into creative ideas, from sketch to a final outcome.

### **Character:**

Engaging all students in learning about design and making to solve problems and become resilient. Encourage pupils to confidently experiment and take creative risks. Through exploring ideas. Pupils are encouraged to work independently, but also support each other as a group of designers working collaboratively.

### **Competence:**

Developing student's ability to use accurately and expressively a variety of skills, techniques and materials with confidence. Enabling them to make well-informed, good choices about their work and to understand and formulate connections between their work and the work of others. Being able to create a personal response through practice and understanding context: nurturing creativity.

**Community:** Inspiring students to develop a lifelong love, appreciation and understanding of design and technology. Solving problems for themselves and others through their practice and through sharing their practice in different ways. Contributing to their futures though actively working sustainably and considerately of and for others.

## **The How**

During Key Stage 3 students are introduced health & safety, the design process and making using various tools and equipment. Year 7 pupils learn to use, the workshop facilities and CAD / CAM to support the creative process of designing and making a game centred around Oldham.

Year 8 pupils build on their creative skills by designing and developing a Clock Tidy inspired by professional designers. Pupils learn how to use several pieces of machinery and manufacture an outcome they have designed for a client. Key Stage 3 prepares students to undertake Design Technology at Key Stage 4.

Y9 pupils design and make a SOMA Cube which focusses on making skills and CAD/CAM. Pupils practice measuring, marking out and manufacturing to a high quality using tools and equipment and learn about the world of 3D printing. The knowledge builds on previous learning experience and prepares students for pursuing the subject at KS4.

Design Technology at KS4 is an option – we offer BTEC in 3D Design, with many pupils opting to study the subject specialisms in more depth. Pupils studying D&T develop a wide range of knowledge and skills. Each project allows pupils to be creative and respond to a design brief, with a final solution using the Iterative design process.

Design and Technology offers a unique opportunity in the curriculum for learners to identify and solve real problems by designing and making products. Through studying Design and Technology, learners will be prepared to participate confidently and successfully in an increasingly technological

world; and be aware of, and learn from, wider influences on design and technology, including historical, social/cultural, environmental and economic factors.

D&T Enthuses students to...

- Ask questions and enquire
- Everything has been designed
- Build confidence and experiment
- become passionate about design
- Take pride with outcomes

### **Core concepts and principles of progression**

The Oasis Design and Technology curriculum is planned carefully so that core design & making, knowledge & understanding are developed over time. Expertise develops through consistent, deliberate practice from a solid foundation and immersion in the rich heritage of design.