

Elm Court School

Design Technology Curriculum Overview



Design and Technology at Elm Court School is a thriving hands-on subject using a project-based 'design, make, evaluate' structure. We encourage pupils to develop and utilise learning from a broad range of subjects to create practical solutions to briefs. In Key Stage 3, pupils gain key academic and practical skills such as planning, evaluating, and making, alongside the life skills of cleaning, ironing, and health and safety measures for practical work. Our wide range of project outcomes includes products from textiles, metalwork, plastics, wood, graphic, and electronics. Pupils are supplied with materials at no extra cost and can take home what they make. In Key Stage 3, Design and Technology is taught in rotation with Food and Nutrition.

In Key Stages 4-5, pupils prepare for life beyond school by gaining more specific professional skills, such as carpentry and heritage crafts like felting, pewter casting, mosaics, and Batik. Past students have made and sold goods at local markets and run a school shop to gain enterprise experience.

Year 7:	Year 8:	Year 9:	Pathway Options Years 10-14 (KS4/ KS5)
<p>Pupils follow the DT National curriculum and undertake projects which focus on different material areas. Their initial baseline assessment helps us tailor the learning to their individual learning and motor needs. They study the following themes:</p> <p>Health and safety baseline assessment</p> <ul style="list-style-type: none"> • Graphics: design a poster that will help the class stay safe in the workshop. • Tie-dye: produce a small tie-dye sample 	<p>Pupils undertake more complex projects and begin studying the ethics of consumerism.</p> <p>They study the following themes:</p> <p>Cushion project</p> <ul style="list-style-type: none"> • Textiles: reflecting on the international history of cotton production • Pattern cutting • Testing smart materials • Hand sewing, pinning, and stuffing. • Using a sewing machine safely to produce seams. 	<p>Pupils will focus on developing independence and life skills whilst undertaking a recognised qualification.</p> <p>Pupils study towards Entry Level 1, 2, or 3 in NCFE Creative Craft, depending on ability.</p> <p>Entry Level 1 Creative Craft</p> <ul style="list-style-type: none"> • Combine two or more materials to make an art or craft product. <p>Entry Level 2 Creative Craft</p> <p>Pupils will:</p> <ul style="list-style-type: none"> • Demonstrate awareness of the combination of materials/methods to 	<p>Pupils in Year 10: In Year 10 pupils will have the opportunity to choose DT as one of their pathway options.</p> <p>Pupils can choose to study DT in KS4.</p> <p>The courses on offer are:</p> <ul style="list-style-type: none"> • NCFE Creative Craft Award level 1 • NCFE Creative Craft Award: Traditional and heritage crafts level 1 • NCFE Creative Craft Level 2 Award • NCFE Creative Craft Level 2 Award: Textiles <p>Pupils in Years 11-14:</p> <p>Pupils continue to study their chosen option in Year 11 until completion at the end of the academic year. They can progress through different levels of the qualification.</p>

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<p>to demonstrate their colour theory and motor skills – pulling, rolling, twisting, squeezing, and turning.</p> <p>Bloc bots</p> <ul style="list-style-type: none"> • Woodwork – design a new superhero. • Measure, make, and apply colour using the tools and materials specified. • Use large machinery (belt sander, pillar drill) Safely. <p>Colour onto fabric</p> <ul style="list-style-type: none"> • Assess the properties of a range of textile colour methods. • Make and follow a plan to produce a functional outcome (sequencing). • Evaluate your final outcome and see where you could make improvements. 	<p>Vibrobots</p> <ul style="list-style-type: none"> • National curriculum core study: biomimicry and iterative design. • Investigating inventors. • Conducting a product analysis. • Paper modelling and peer evaluation. • Cutting, finishing, and bending acrylic safely. • Developing an understanding of basic electronic components • Building a functioning circuit, and positioning. • components to make a working toy robot. 	<p>create crafted items or designs.</p> <ul style="list-style-type: none"> • Select from given materials to create a crafted item or design. <p>Entry Level 3 Creative Craft</p> <ul style="list-style-type: none"> • Make an art or craft product. • Be able to select items needed to make an art or craft product. • Be able to make the art or craft product. • Be able to work safely • measuring, marking, and designing. • Working with wax kettles and irons safely. <p>For all of the above courses, pupils will study felting and batik.</p> <p>Pupils will be able to vote as a class to make one of the following projects:</p> <ul style="list-style-type: none"> • Chessboard • Wooden trinket box • Tote bag • Light-up cushion. 	<p>L1 Creative Craft</p> <ul style="list-style-type: none"> • Explore craft resources: pupils will experiment with a wide range of materials and techniques. Pupils will demonstrate their ability to assess and evaluate the properties of the materials they use. • Explore craft ideas: pupils will explore colour and pattern while studying a range of practitioners and artists. Pupils will evaluate their research and use it to create a design idea. • The design idea will be peer-reviewed, and pupils will need to redesign it to fit the new parameters. • Create, present, and review the final craft item. <p>L2 Creative Craft</p> <ul style="list-style-type: none"> • Use materials, tools, and equipment to develop craft techniques: pupils will increase their independence and accuracy when working with tools and materials. They will have access to traditional crafts using hot metals, e.g. pewter casting. • Investigate creative enterprise and employment opportunities (Certificate only). • Develop craft ideas: pupils will begin to develop their own design style. They may create ideas based on songs and poetry in addition to visual research. • Pupils will create, present, and evaluate items, including making and following a detailed plan (sequencing), and explaining any deviations from the plan, giving reasons.
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How you can support your child in Design Technology:

Please encourage your child to complete their given homework. Please encourage your child to help around the home with DIY, cooking, and cleaning tasks to help develop their independence. While out shopping, assist the pupils to compare prices, the quality of materials used, and which item might last longer. For textiles, encourage pupils to read clothing care labels and identify what fabric they are wearing, and how to wash it.

Pupils will often be given 'photo homework' where their task is to explain the processes and health and safety precautions they have used to someone at home. This helps to consolidate their use of keywords and build their confidence.

Also, when working on their creative craft project ask them open questions and help them with their research on different projects.

Please keep in touch with the Design Technology department should you feel your child is struggling or needs more challenge – let us know. Emails can be sent to: admin@elmcourt.lambeth.sch.uk.