



Highsted Grammar School

The Design and Technology curriculum

The Design and Technology curriculum is an inspiring and practical subject. Students use their creativity and imagination to design and make products that solve real and relevant problems with sustainability at their core.

Students' subject knowledge draws heavily on their learning in Maths, Science, Computing and Art as they learn to take risks, to become resourceful and innovative members of society.

Through the Design and Technology curriculum, students are ready to contribute to the culture and well-being of the world in which they live.

KS3 students also study Food which introduces them to principles of nutrition and healthy eating. Instilling a love of food preparation opens the door to one of the greatest expressions of human creativity, as well as providing students with a crucial life skill.

Content

Years 7-9

The KS3 D&T curriculum includes the production of graphic packaging, a souvenir keyring, an Accessorize-style bag, a night-light and Tatty Devine-style jewellery.
The KS3 Food curriculum includes food safety, nutrition and food choice.

Examples of cross-curricular links

With Maths, e.g. applying ratio and proportion to solve real-life design problems.

With Geography, e.g. fast fashion and the ethics of global clothing systems.

With Physics, e.g. levers which use mechanical advantage to make lifting or applying pressure easier.

Extra-curricular opportunities

Design Ventura design and enterprise competition, KS3 embroidery club.