

Design Technology

Spiritual education involves giving pupils the opportunity to react to, reflect on, and wonder at the contribution of past generations to the simplicity and complexity of inventions and the variety of resources available to them.

Moral education involves understanding that decisions to make things can have both positive and negative effects on environments.

Social education in DT enhances pupils' ability to co-operate together through activities such as designing and making. It also gives new and different goals in order to make something unique and helps pupils to assess objects in terms of usefulness, beauty and cost effectiveness. This creates awareness that simple solutions can be used to solve complex problems.

Cultural education in DT allows pupils the opportunity to value artefacts from their own culture and from other cultures and compare similarities and differences between how things were made in the past compared with how they are made today.

SMSC examples in design technology at Gayton

In year 3, pupils design and make their own food technology product, either a pizza or a sandwich. The children work socially and consider cultural differences in the ingredients for different purchases.

In year 4, pupils design and make a Viking shield and ensure it fits in with the cultural era.

In all year groups pupils work with Charlie, they spend time building an authentic Tudor house, Viking Long-ship, Roman catapult or WW2 spitfire. The children work socially and get a real life experience of the different cultural eras.