

Design and Technology



Curriculum intent:

Design and Technology at St Gregory's is an inspiring, rigorous and practical subject. Pupils use creativity and imagination to design and manufacture products and prototypes that solve real and relevant problems that consider social, moral and cultural values. Drawing on disciplines such as Mathematics, Science, Computing and Art, pupils learn how to become resourceful, innovative, enterprising and capable citizens. High quality Design and Technology education makes an essential contribution to the creativity, culture, health and well-being of the nation.

Year 8

	Content	Concepts and Skills
TERM 1	Mechanical Toy Sea Life Frame Graphics	 Past and present professionals Design Strategies and communicating ideas Making Techniques Past and present professionals Responsibilities and designers in the wider community Making Techniques Responsibilities and designers in the wider community Design Strategies and communicating ideas
TERM 2		Past and present professionals
	Mechanical Toy	 Design Strategies and communicating ideas Making Techniques
	Sea Life Frame	 Past and present professionals Responsibilities and designers in the wider community
	Graphics	Making Techniques - Degrapainilities and degine are in the suider accompanity.
		 Responsibilities and designers in the wider community Design Strategies and communicating ideas
TERM 3		Past and present professionals
	Mechanical Toy	 Design Strategies and communicating ideas Making Techniques
	Sea Life Frame	Past and present professionals
	oca zne i anie	 Responsibilities and designers in the wider community Making Techniques
	Graphics	 Responsibilities and designers in the wider community Design Strategies and communicating ideas
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