**Design Technology Intent**

The projects have been developed with tasks, activities and experiences which provide opportunities for students to learn and demonstrate what they have been taught. At Key Stage 3 the curriculum enables students to acquire both knowledge and skills, which are secured through application and also through different contexts and materials, this develops understanding and allows students to experience both old and new technology; the use of traditional hand tools and machinery and also the use of CAD/CAM to produce high quality desirable outcomes.

Our curriculum is an opportunity to inspire children to be successful, inquisitive designers. The content of the curriculum is progressive and is based on consolidating and revisiting content securing progress over time. The expectations and exemplar work are widely distributed to support learners to understand the expected standards and the content of the curriculum.

We are focused on the progression of content and concepts through the curriculum that accelerates progress within progressive and purposeful projects that engage students and drive their learning across the breadth of areas within design and technology.
Design technology also gives young people an awareness of social, moral, global and environmental impact and the importance of the Catholic social teaching principles.

Assessment opportunities have been designed in which teachers can assess whether students have learnt what the unit has set out to teach them, by completing assessments using Subject Knowledge organisers to revise key aspects of the topic

Design and technology is the application of many subjects that students learn in school, in particular having cross curricular links to STEAM (Science, Technology, Engineering, Arts and Maths) subjects.
At KS4 students can choose to follow either a creative 3D Art GCSE or a vocational Engineering qualification, both of which are very popular.