



Lister Community School

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Curriculum Rationale

Design & Technology

'Thinking about design is hard, but not thinking about it can be disastrous'.

Ralph Caplan

Design is everywhere around us – by exploring design principles, it is possible for us to respond effectively to change, solve problems, navigate through ambiguity and generate innovative ideas. From the early stone age - making tools for communication and survival, to creating objects, systems and processes we recognise today, the importance of design in the world is immeasurable. We must continue to seek opportunities to engage in design thinking in order to build on the foundations of the past and prepare for the future. Understanding the place design and technology has in the world allows us to continuously reflect, and make informed judgements and justified decisions, about materials and processes that help shape the actions we take to bring design to life.

Design & Technology at Lister provides every student with the opportunity to develop core knowledge and skills within the disciplines of food, graphic communication, resistant materials and systems & control to support the exploration and communication of ideas that result in functional working products. Through engaging with an iterative design approach and making important links with other liberal arts, our students become creative and critical thinkers, as well as confident and resilient leaders equipped to solve real-world problems. They learn to understand the need to continuously engage with influential designers, as well as adults and peers within and outside their own community and as a result – learn to appreciate different perceptions about design that stem from various beliefs, cultures, ideas and attitudes.

Through understanding the best that design has to offer; from the simple, geometric shapes and symbolism of the work of Saul Bass, to the multi-sensory cooking of Heston Blumenthal, the luxurious and elegant stylings of Giorgio Armani, and the sleek, ergonomic designs by Jonathan Ives, our students challenge themselves to aim high – designing and making products and systems that seek to make our world better and more sustainable.

All students will be given the opportunity to:

- Develop underlying **knowledge** of design and technology, including its history and current place within the world, allowing opportunities to make informed and justified decisions when thinking about design opportunities.
- Develop the **practical language** of designing, modelling and making functioning working products through experimenting with a variety of materials, processes and ingredients.
- Increase their **cultural capital** in terms of being able to make essential links with the outside world and their own ideas about design, increasing enjoyment and inquisitiveness about the subject.

- Become **leaders** of design & technology within and beyond their classrooms and outside communities, building confidence and resilience.

KS4 Curriculum - what we teach and why?

Students will learn about a variety of specialist tools, equipment, techniques, processes and media that build on the core knowledge learnt within KS3 Design & Technology and Art. Students will also study the work of different designers, artists and design periods, making links within their own design ideas that seek to provide a creative solution to a specific design situation/problem. Students will have the opportunity to develop a highly refined portfolio and practical product(s).

Project themes are designed to inspire creative responses informed by different styles, genres and aesthetic considerations and the individual's distinctive view of the world. Our school community is wonderfully diverse so it is fundamental that our chosen sources relate to a range of historical, contemporary, social, cultural and issue-based contexts, so that all students will broaden their perspectives while also accessing inspiration that they can personally relate to. Students will learn how to critically appraise artists' and designers' work in order to develop their own ideas through written reflections and artistic / technically demanding responses. They are empowered to express themselves and communicate their ideas using a variety of techniques and styles. Documenting the development of their ideas enables them to reflect, review and refine their own personal design approach.

Enrichment, Extra-Curricular, PSHE, SMSC & Careers

As well as developing a deeper knowledge of Design & Technology, we aim to increase students' cultural capital in terms of being able to make essential links with the outside world, future careers and the world of work. Encouragement of leadership within and beyond their classrooms will support building resilience and confidence as young people to explore what the world has to offer in the future. This includes visiting (in person / online) design-related museums and galleries, of which London is host to some of the most historic and coveted in the world. We actively encourage students to explore further as designers of the future and encourage them to develop their personal values about the world around them, including;

Spiritual Development:

- Being creative thinking, problem-solving and innovation leading to self-confidence and belief in their abilities.
- Being able to self-reflect on their own and others' ideas to consider the purpose of human technological achievement.

Moral Development:

- Understanding the importance of sustainable thinking through the active consideration & application of the '6 R's' (reinvent/rethink, refuse, reduce, reuse/repair, recycle, replace)
- Having consideration of the environmental impact of technological advancements and innovation on natural resources.

Social Development:

- Understanding and applying the concept of self-regulation – accepting responsibility relating to subject behaviours and safety of themselves / others.
- Working together as a community within a larger society, accepting others' unique personalities to solve problems that affect everyone.

Cultural Development:

- Seizing opportunities to expand student's knowledge of other cultures and their influences on design and manufacture.