

Spiritual - D&T



- ✓ Pupils research products and inventions over time and how they are of benefit to people/environment etc.
- ✓ Reflect on how designing something can improve the quality of life and make the world a better place (make connections with stewardship).
- ✓ Pupils encouraged to use their imagination to create original and personal pieces of work.
- ✓ In planning their work, consider the materials they are going to use and whether they are sustainable resources and the implications for the environment.
- ✓ Pupils gain inspiration from the work of other designers, chefs, architects encouraging creativity and awe and wonder.
- ✓ Displaying pupils work in the foyer and around school.
- ✓ Accessing and researching a variety of stimuli both inside and outside of the classroom to reflect on and provide inspiration.

Moral



- ✓ Developing collaborative and team work skills, drawing on others' strengths and ideas.
- ✓ Formulate class debates on ethical issues that may arise as a result of technology. (How / where made, exploitation, child labour, pay and working conditions, health and safety, materials and resources, environment, advertising).
- ✓ Consider and evaluate the purpose and importance of specific products for society.

Social



- ✓ Exploring the different ways that technology is and can be used within society to create a better quality of life.
- ✓ Evaluate how products are made (materials and resources use and any environmental/ethical issues).
- ✓ Consider the impact that production and consumption have on society / climate change.
- ✓ Create collages, scrap books, displays that capture specific aspects of how society influences design.
- ✓ Looking at social change and its impact on food, fashion, technology etc.

Cultural



- ✓ Awareness of the moral dilemmas created by technological advances.
- ✓ Explore how different cultures have contributed to technology.
- ✓ Cultural attitudes to different materials, products, styles and fashion.
- ✓ The impact and influence that different cultural influences may have on design and wider society.
- ✓ Explore different foods from a variety of cultures, ingredients, traditional recipes etc.
- ✓ Identify the features of fashion and print work etc from different cultures (strong links with art).