Spiritual, Moral, Social and Cultural delivery in Design & Technology

Aims of Spiritual Development	Spiritual Development in Design & Technology
Explore beliefs and experience; respect faiths, feelings and values; enjoy learning about oneself, others and the surrounding world; use imagination and creativity; be reflective.	D&T education encourages pupils to be creative and exercise their imagination. It encourages them to be inspired and use their insight as they develop ideas. Pupils reflect on their own and others ideas, and wonder about the purpose of human technological achievement. D&T education encourages pupils to appreciate and reflect upon the aesthetic nature of materials and design.

Examples of good practice:

❖ Design tasks which allow for creative imagination
❖ Product analysis which allows for the questioning of purpose
❖ Reflect on the abstract nature of aesthetics
❖ Open ended design tasks

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Aims of Moral Development	Moral Development in Design & Technology
Recognise right and wrong; respect the law; understand consequences; investigate moral and ethical issues; offer reasoned views.	D&T encourages pupils to consider the moral dilemma of technological advancement. To be able to argue the advantages/disadvantages. Safety is considered, in the production of products, and when making products to be used by others. Pupils consider the environment, the effect of designing and making and long term sustainability of the planet. D&T education prepares pupils to become responsible consumers.

Examples of good practice:

❖ Promote sustainability through reuse of materials
❖ Discuss the relative impact of the use of woods, metals and plastics
❖ Consider the ecological benefits of the choice of energy sources
❖ Consider employees' rights in overseas manufacturing

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Aims of Social Development	Social Development in Design & Technology
Use a range of social skills; participate in the local community; appreciate diverse viewpoints; participate, volunteer and cooperate; resolve conflict; engage with the **'British values'** of democracy, the rule of law, liberty, respect and tolerance.	In D&T pupils are taught to cooperate when sharing equipment, and help one another in setting up more complex machinery. Pupils are encouraged to consider the safety of those around them, as they move about the classroom and use equipment. Pupils are expected to be respectful during peer assessment. Listening and contributing in a manner which allows for constructive criticism. In D&T shared work encourages pupils to consider other viewpoints and communicate effectively.

Examples of good practice:

❖ Taking turns, a fairness of access to equipment is required
❖ Building bridges/towers with a group responsibility for success
❖ Speaking up during peer assessment
❖ Talking about safety and then acting accordingly

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Aims of Cultural Development	Cultural Development in Design & Technology
Appreciate cultural influences; appreciate the role of Britain's parliamentary system; participate in culture opportunities; understand, accept, respect and celebrate diversity.	In D&T pupils are taught to understand how a range of cultural influences impact on design over time. How for example industrial heritage, developments in fashion, demographics and the demands of society pull and push change. Pupils consider Design Movements, and how they developed within a historical period, though continue to have a place in the world, and influence our world view. Pupils look at the cultural influences on the food we prepare and eat. They find out about the staple foods of other countries.

Examples of good practice:

- ❖ Preparing multicultural foods in 'Food' lessons
- ❖ Research and analysis of Design Movements – e.g. Art Deco, Bauhaus
- ❖ Study iconic designers
- ❖ Question the benefits of digital manufacturing 'v' handcraft