



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

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

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

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
<p>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.</p>	<p>In D&T pupils are taught to cooperate when sharing equipment, and help one another in setting up more complex machinery.</p> <p>Pupils are encouraged to consider the safety of those around them, as they move about the classroom and use equipment.</p> <p>Pupils are expected to be respectful during peer assessment. Listening and contributing in a manner which allows for constructive criticism.</p> <p>In D&T shared work encourages pupils to consider other viewpoints and communicate effectively.</p>

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
<p>Appreciate cultural influences; appreciate the role of Britain's parliamentary system; participate in culture opportunities; understand, accept, respect and celebrate diversity.</p>	<p>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.</p> <p>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.</p> <p>Pupils look at the cultural influences on the food we prepare and eat. They find out about the staple foods of other countries.</p>

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