Stanton Community Primary School

Nurture, Enjoy, Aspire, Achieve

Subject	We promote *spiritual* development	We promote *moral* development	We promote *social* development	We promote *cultural* development
Design and Technology	By raising questions about the effect of technological change on human life and the world around them. By enjoying and celebrating personal creativity, especially in their final DT session of each unit. By reviewing and evaluating existing products, for example exploring and evaluating a range of existing products and evaluating their ideas. By instilling a sense of awe, wonder and mystery when studying the natural world or human achievement. By encouraging creativity that allows pupils to express innermost thoughts and feelings and to reflect and learn from reflection, for example, asking 'why?', 'how?' and 'where?'.	By raising questions about the effect of technological change on human life and the world around them. By presenting pupils with moral decisions through designing, selecting materials/ingredients, methods of manufacture, considering the needs of others, as well as cost, the sustainability and environmental impact. By encouraging pupils to consider the wider community and show respect to others and take responsibility for their own actions and of those around them, taking into consideration the consequences. By educating pupils to become responsible consumers.	By ensuring pupils show mutual respect when working individually and collaboratively. By asking pupils to articulate their thoughts and feelings about their own and others' work, and learning to give and take criticism without offence. By exploring the equality of opportunity and provides an awareness of areas that have gender issues e.g. encouraging girls to use equipment that has been traditionally male dominated.	By considering cultural influences on design. By considering functionally appealing products when we design. By asking questions about functionality vs. aesthetics. This is also prevalent as we explore local and seasonal food and consider food waste. By teaching pupils that all their design work should be sensitive to needs and beliefs of different backgrounds, ensuring all imagery, text and products won't cause offence.