



What will you see in Design and Technology lessons? A range of engaging lessons that varies each week. A focus on literacy and mathematical modelling using CAD software. A focus on Health and Safety and focussed academic practical work. Creative thinking and application of the Design Process to a range of contextualised Design Briefs.	What are the common misconceptions that pupils have and make in Design and Technology that we need to address? Design and Technology is not just about making things; it is not just about hands-on work but also entails a strong theoretical base. Design and Technology is an easy subject, overcoming this misconception helps students set realistic expectations about the efforts required.	What will you see in pupils' Design and Technology books? Design and Technology relies heavily on the application of practical and creative thinking. One of the key elements in a pupil's D&T book is practical work. This entails sketches, designs, notes on the creation process, and reflections on practical projects. Equally important is a pupil's understanding and grasp of various D&T theories, principles, and concepts.
What assessment (formative and summative) methods do we use in Design and Technology? In Design and Technology, summative assessments typically revolve around designing, making and evaluating. Such projects are typically multi-faceted, involving elements of research, design, execution, and reflection. Examinations are conducted and involve both theoretical and practical applications of the course content. Pupils receive RAG rated comments to show how they are progressing against assessment frameworks that are linked to the national curriculum at KS3 and Assessment criteria at KS4 and 5.	Secondary Design and Technology	
	Information from the last 12 months in Design and Technology reveals particular strengths in..... Developing further links with industry and educating pupils about potential pathways to careers linked to Design and Engineering. Introducing additional projects linked to Computing to develop knowledge and understanding of microcontrollers. Introducing additional theory content from KS3 to prepare students for the demands of GCSE and A level.	Information from the last 12 months in Design and Technology reveals a particular focus should be on..... High quality pupil engagement in a range of design and make tasks. Good quality portfolios and design folders with links to literacy and STEM subjects
What will you see in Design and Technology at Liverpool College that extends beyond the National Curriculum and / or exam specifications? With the evolving scenario, teaching the practical aspects of sustainability in fields such as product design, architecture, and digital technology is imperative. Students learn to use sustainable materials, design with waste reduction in mind, and understand the full lifecycle of a product. These lessons also shed light on social responsibility and ethical production methods in the design and technology industry. We have developed links with industry and a Dutch exchange program to work collaboratively with design students on real world projects. This prepares students for the demands of the workplace when they leave Liverpool College.	Parents can help their children in their Design and Technology studies by.... Encourage your child to explore their creativity by finding innovative solutions to problems, through brainstorming sessions or playful thinking exercises. Help them understand that it's okay to make mistakes. Making errors and revising the work is a crucial part of the design process and fosters resilience and perseverance. When your child faces a challenge, help them think through potential solutions instead of solving the problems for them. This helps them to develop critical problem-solving skills that are fundamental to design and technology studies.	