

Spiritual, Moral, Social & Cultural Development (SMSC) in

DESIGN & TECHNOLOGY

SPIRITUAL EDUCATION in design and technology allows pupils the opportunity to exercise imagination and creativity in their learning to design and make products that solve real and relevant problems within a variety of contexts. It also gives them the opportunity to reflect on their own experiences, needs and those of others. In design and technology we hope to instil a sense of enjoyment and fascination in learning about themselves, others. They develop their thinking skills through exploring the wider world around them and reflecting upon what they see. This will allow students to develop open minds and use this inspiration when approaching design work.

MORAL EDUCATION in design and technology allows pupils to recognise the difference between right and wrong and their readiness to apply this understanding in their own lives. Pupils investigate moral dilemmas created by technological advances and make responsible and reasoned judgements. Through design, selection of materials and ways of manufacturing, the needs of others, sustainability and environmental impacts are considered and solutions sought.

SOCIAL EDUCATION in design and technology - pupils are asked to design and make products to meet the needs of others and value the feedback they receive. Peer evaluation means pupils must show mutual respect when working collaboratively. Peer and self evaluation of designed and made items plays a big part in design technology work. Pupils learn to articulate their thoughts and feelings about their own and others' work.

CULTURAL EDUCATION in design and technology - pupils learn to understand and appreciate a wide range of different cultures and their own heritage and that of others. Pupils are taught that their work needs to consider the needs and beliefs of different cultures. Pupils will think about their own ideas and the impact they will have on the world around them. Design and technology encourages pupils to reflect on the diversity of materials and the ways in which design and technology can improve the quality of life.