Intent	Implementation	Impact – KS3
Design & Technology with Hospitality & Catering prepares our students to deal with tomorrow's rapidly changing world, by exposing them to modern materials & manufacturing processes that mimic both national and international industrial production and consumerism. Design & Technology at Dene Magna encourages students to become independent, creative, problem solving thinkers as individuals and to be part of a team. It enables them to identify needs and opportunities and to respond to them by developing a range of ideas and by making products and systems that encourages enjoyment. Through the study of Design & Technology incorporating STEM and other creative careers. The students combine practical skills with an understanding of aesthetic, social and environmental issues, as well as developing knowledge of the hospitality and catering sector with career possibilities across many manufacturing and industries. Design & Technology allows students to reflect on products and skills learnt and to evaluate past and present world technology, its uses and impacts in cultures.	Summer school activities are supported by Design & Technology involvement helping to support the induction of students into school environments. KS3 curriculum – all students access all areas of Design & Technology through design & making activities in a rotational pattern visiting four key areas every year. Sequential skills are built on and developed with monitoring over a three year plan. Raising awareness of how the subject could be used as a tool for improving their wellness, environment and cultural understanding whilst developing career aspirations. KS4/5 curriculum – Examination based courses are selected with staff having intimate knowledge of assessment criteria by working with Examination boards to allow students to enhance their knowledge, understanding and passion for their chosen specialism. Work experience is seen as great opportunities to explore career possibilities within our curriculum umbrella. We can now resume our many visits out to widen our student experiences with other additional experts brought into school to further develop skills and aspirations. Real world situations are contextualised to enhance and embed subject knowledge evolving into choices for further post 18 STEM studying vocational routes and our GCE A level provision. The subject was drastically impacted by the Covid-19 pandemic with students losing basic workshop routines and inability to access the practical curriculum to its fullest intent. Some students thrived at home working on the computers relishing the chance to share their work with others in the classroom. KS3 students were encouraged to continue with practical tasks showing our exemplar live video lessons. Steering students to other resources that enabled skills to be practiced and embedded. Older students were lent equipment and text books to help individual examination courses and projects. Some staff came into school to work with keyworker/vulnerable students to give them on screen breaks whilst others made face visors for the community when PPE was very har	The holistic development of the child into a young adult with a positive self-belief with life skills and capability to visit higher order thinking skills whilst analysing and critiquing their design iteration and practical work including that of their peers. GCE A level students have progressed to vocational/university STEM courses that continue their study of this curriculum area. Our aim is that each and every student experiences success in expressing their creative skills either individually or in team situations and to enjoy the process and become an environmentally aware citizen now and of the future. At the end of each unit of work across each Key Stage students create products which show their development of a design, with production and evaluation skills. Achievements are celebrated during the modules and courses but culminate with our bi annual ADATE exhibition for all students to aspire to.