

They made something, but...

IS IT D&T?



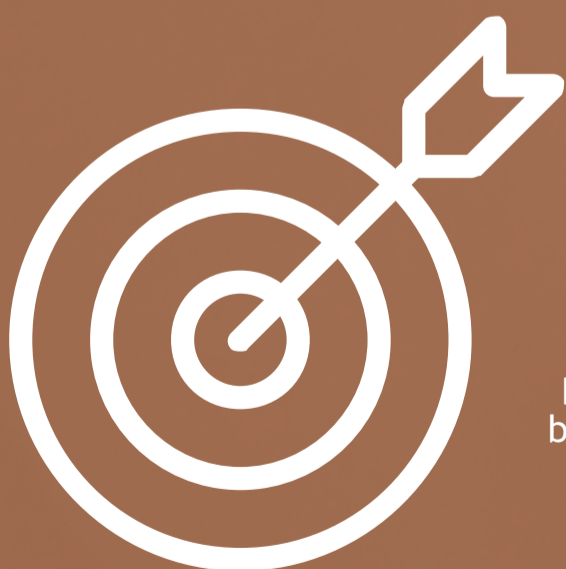
SOMETHING

Pupils should have the opportunity to design and make 'things'. These may be models, prototypes, physical items, graphical items, moving things, static things and much more. They should be using a range of skills, processes, tools, equipment and materials. They should be as hands-on as possible to experience the world around them.



SOMEBODY

Pupils should understand the needs of others. They should be able to identify what people need and want and be able to produce solutions, objects and 'things' for individuals and groups. They may be people they know, people they don't, real people, imaginary people, maybe not even people at all! Sometimes they will choose who they need to design for, sometimes they will be told. They will hopefully understand empathy.



SOME PURPOSE

What pupils design and make should have a purpose. They should be able to identify the purpose of their outcomes and those that other people have designed and made. They should be able to identify where things work well and times when they don't. Pupils should be able to understand that often products need to have many different purposes and functions to make them work effectively. Pupils should experience a range of products in a range of different situations.