KING JAMES'S SCHOOL
KNARESBOROUGH

CURRICULUM OVERVIEW
DESIGN & TECHNOLOGY
2026/27

Life would not exist as we know it without Design & Technology. From the first stick that the first hominid used as the first tool, through to modern, technological marvels such as electric vehicles, the International Space Station or simply the phone in your hand. All are the culmination of continuous, creativity and exploration of the physical world, utilising current developments in maths, science and technology to engineer the world we live in.

Within Design & Technology we use increasingly sophisticated resources that reflect the modern world around us. This includes dedicated teaching environments, manufacturing tools, processes and equipment along with specialist teachers. As students progress, they will be given the opportunity to focus on specific aspects of the subject such as Product Design, Food Preparation & Nutrition, 3D Design or Textiles. However, at its core is creativity and imagination. Students learn to design and make products that solve genuine, relevant problems within different contexts whilst considering their own and others' needs, wants and values. To do this effectively, they will acquire a broad range of subject knowledge and draw on additional disciplines such as mathematics, science, engineering, computing and art.

Design and technology is a practical and valuable subject. It enables children and young people to actively contribute to the creativity, culture, wealth and well-being of themselves as well as their local and global communities. It teaches how to take risks and to become more resourceful, innovative, enterprising and capable. Students develop a critical understanding of the impact of Design & Technology on daily life and the wider world. Additionally, it provides excellent opportunities for students to develop and apply value judgements of an aesthetic, economic, moral, social, and technical nature both in their own designing and when evaluating the work of others.

And let us not forget, it allows children to experience the joy of using their hands as well as their minds to create products of their own design. To engage, interact with and make sense of the world around them through their physical senses and not merely through the lens of a screen.

Scan the QR code to hear about the importance of Design & Technology from some of our country's top designers.

KEY STAGE 3

Students experience the full range of D&T specialist subject areas where they can then opt to focus on one area of their choice in Year 9.

KEY STAGE 4

We offer qualifications in:
- Product Design
- Food Preparation & Nutrition
- Hospitality & Catering
- 3D Design
- Textiles

KEY STAGE 5

We offer qualifications in:
- Product Design
- Textiles