

Design and Technology at Fairfield's contributes to children's 'Spiritual, Moral, Social and Cultural' (SMSC) development in a number of ways.

Spiritual

Our children enjoy the design opportunities offered through our rich D & T curriculum. They develop confidence to explore and experiment with different materials and skills to solve problems. They explore aesthetics, functionality, product evolution and the analysis of how products affect the quality of our daily lives. Pupils are encouraged to develop their thinking skills and explore the wider natural world. They are taught to reflect upon what they see, and develop ideas and solutions to problems which are both effective and innovative. The children's final products are unique and individual.

Moral

Pupils face moral decisions and dilemmas throughout the design process. They have to consider the selection of materials to meet the needs of others, as well as consider sustainability and the environmental impact. They also begin to learn about the impact of new technologies and how these can often be used to solve existing problems but sometimes also create their own moral dilemmas.

Social

Pupils work collaboratively on many of their design projects. They must show mutual respect when working, particularly when articulating their thoughts and feelings about their own work and the work of others. Peer evaluation is a vital mechanism for progress in Design & Technology. Pupils learn to take criticism and provide feedback which is carefully considered and constructive, and which ultimately leads to improved learning outcomes. The children follow clear safety rules in D&T and ensure collective responsibility for a safe and efficient working environment.

Cultural

Pupils must consider how their ideas and products might impact the world around them. Pupils are encouraged to use the work of artists and designers from a wide range of cultures and historical contexts to influence and support the development of their work. Pupils are taught that all their design work should be sensitive to needs and beliefs of different backgrounds, ensuring all imagery and text does not cause offence. Children learn about the work and impact of the following designers and inventors:

Alexander Graham Bell (telephone); Tim Berners-Lee (world wide web); W. B. Wilkinson (reinforced concrete); Charles Macintosh (mackintosh); James Dewar (vacuum flask); Christopher Cockerell (hovercraft); John Baird (television); Keith Campbell and Ian Wilmut (cloning).