



The LIME curriculum: Design and Technology

How Design and Technology develops the key themes of the LIME curriculum

L anguage rich	Within Design and Technology at Limehurst, we provide pupils with the opportunity to be immersed in the vocabulary needed to be successful in their future careers. Our D&T curriculum has key vocabulary within each unit, this vocabulary is progressive through the 7 year curriculum with pupils constantly revisiting and building upon their knowledge and understanding.
I nclusive	Our Design and Technology curriculum has been designed to allow each pupil to thrive as individuals and as part of a team. With the aim to provide each pupil with the skills to function within a working environment retrospective of race, religion or ethnicity. Units are designed to inspire all pupils to engage in creating for a purpose.
M otivational	Design and Technology is the stepping stone between education and their future as working adults. Our curriculum provides the pupils the opportunities to work to 'real life' design briefs, creating products for a real purpose and audience. The pupils will be motivated to collaborate with their peers, work individually and communicate towards an end goal. Our pupils love to see their designs come to life in the classroom!
E ngaging	Pupils engage with the 'real life' briefs and scenarios, mirroring production techniques used by many companies. Pupils are inspired to put their own personalities and skills into the product they are creating. Units such as 'A Healthy Balanced Diet' engage the pupils by asking them to create something meaningful and purposeful to them. Helping Jamie Oliver to make delicious and healthy school dinners!
How Design and Technology ensures our pupils achieve the key outcomes of the LIME curriculum.	
L eaders	Our curriculum encourages the mirroring of different production techniques. This often involves working cooperatively as part of a team. Our pupils are encouraged to take on leadership roles, learning the vital skills of communication and team work in order to achieve. Limehurst Leaders listen, communicate and support; mirroring those skills needed in future life beyond our school.
I ndependent	Our pupils are encouraged to take ownership and responsibility of their own design project. They may all begin with the same design brief and end goal expectation but how they meet that brief and the journey they take to get there is entirely their own doing. From the early beginnings of D&T in Early years children are encouraged to independently explore materials and create something for a purpose. Learning from their mistakes and evaluating their own progress towards their goal.
M otivated for future learning	The whole aim of our Design and Technology curriculum is to motivate the pupils, equipping them with the vital skills needed to become successful beyond Limehurst. Our pupils will be able to confidently transfer the skills learnt during D&T lessons to their everyday lives as working adults.
E mpathetic	Pupils are encouraged to empathise with the intended audience for their product design. They are encouraged to think about their needs and desires. How are they feeling? How could their lives be improved or changed based on the product they are designing for them? Pupils are also encouraged to empathise with their peers, reflecting a 'real life' workforce. How best can we work as a team? How can we utilise our skillset to be successful?



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