



# DESIGN & TECHNOLOGY

*Inspiring innovation in an ever-changing world.*

**CUSP Design and Technology** is purposely built around the principles of evidence-led practice. This is to ensure that pupils are equipped to successfully think, work and communicate like a designer. Unapologetically ambitious, our curriculum focuses on excellence in this subject through a range of disciplines and by referencing outstanding practitioners in this field.

The intention is that the exceptional teacher instruction inspires pupils to acquire knowledge as designers and technologists and enables them to skilfully apply their understanding.

The CUSP Design and Technology curriculum is organised into blocks with each block covering a particular set of disciplines, including food and nutrition, mechanisms, structures, systems, electrical systems, understanding materials and textiles. Vertical progression in each discipline has been deliberately woven into the fabric of the curriculum so

<b>Working as a Designer</b>			
<b>Design</b>	<b>Make</b>	<b>Evaluate</b>	<b>Apply</b>
The art or process of deciding how something will look or work.	Create something by combining materials or putting parts together.	Form an opinion of the value or quality of something after careful thought.	Use something or make something work in a particular situation.