

# Graphics Intent

**'Good ideas can come at any time, so ALWAYS have a pencil to hand!' Sir James Dyson.**

Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, our pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. Our intent is that they acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Our girls learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, girls develop a critical understanding of its impact on daily life and the wider world. We aim for our girls to make essential contributions to the future creativity, culture, wealth and well-being of the nation.

Confident Learners	Confident Communicators	Confident Future Citizens
<p><b>To create <b>confident learners</b>, the Graphics curriculum is:</b></p> <ul style="list-style-type: none"> <li>• Ambitious and challenging</li> <li>• Exciting and intriguing</li> <li>• Designed so all learners can achieve</li> <li>• Supported by high quality teaching by subject specialist</li> <li>• Diverse and inclusive</li> <li>• Cohesive and cross-curricular</li> </ul>	<p><b>To create <b>confident communicators</b>, the Graphics curriculum:</b></p> <ul style="list-style-type: none"> <li>• Promotes and models effective communication</li> <li>• Encourages all students to share their ideas to a variety of audiences.</li> <li>• Promotes students careful listening skills</li> </ul>	<p><b>To create <b>confident future citizens</b>, the Graphics curriculum:</b></p> <ul style="list-style-type: none"> <li>• Fosters ambition</li> <li>• Promotes an enquiring mind to ask questions</li> <li>• Builds cultural capital and global awareness of technology in society</li> <li>• Provides appropriate pathways for all learners to achieve success</li> </ul>
<p><b>The Graphics curriculum provides <b>opportunities for all</b> to:</b></p> <ul style="list-style-type: none"> <li>• Be innovative and creative when designing</li> <li>• Be independent and take ownership of their learning</li> <li>• Read more widely to develop their knowledge of technological advances and their impact across the world</li> <li>• Learn beyond the classroom</li> </ul>	<p><b>The Graphics curriculum provides <b>opportunities for all</b> to:</b></p> <ul style="list-style-type: none"> <li>• Explore new ideas and the different perspectives surrounding them</li> <li>• To have a voice and contribute to learning</li> <li>• Listen to, and respect the views of others</li> </ul>	<p><b>The Graphics curriculum provides <b>opportunities for all</b> to:</b></p> <ul style="list-style-type: none"> <li>• Solve problems and manufacture products</li> <li>• Use skills learnt in other subjects</li> <li>• Consider the needs and requirements of others</li> <li>• Develop leadership skills</li> <li>• Be challenged and try new things</li> <li>• Learn about progression from the classroom to further education and work</li> </ul>

## The Key Concepts running through Graphics

- New and emerging technologies
- Materials and their working properties.
- Developments in new materials
- Systems approach to designing
- Problem solving to improve the lives of others