

## Leading Design and Technology

**Source:** Making as Pedagogy: Engaging Technology in Design Technology

Paul Loh (December 20th 2017). Making as Pedagogy: Engaging Technology in Design Teaching, Advanced Learning and Teaching Environments - Innovation, Contents and Methods, Núria Llevot-Calvet and Olga Bernad Caverro, IntechOpen, DOI: 10.5772/intechopen.72202. Available from: <https://www.intechopen.com/chapters/57955>

**Date:** November 2017

**Summary:**

**Source:** Primary Design and Technology Association

**Date:** 2016

**Summary:**

- Design and Technology involves two main elements:
  - Learning about the designed and made world and how things work
  - Learning to design and make functional products for a purpose
- Design and Technology skills and knowledge can be applied across the curriculum. E.g. knowledge of properties of materials in science, measuring accurately in maths, use of technology in computing.
- Children have to opportunities to be creative and innovative and can consider important issues, such as sustainability.
- Design and Technology in primary schools enables children to make their own decisions in a practical way.
- Design and Technology brings learning to life and this is motivating for children, providing a firm basis for resilience.

**Source:** STEM

**Date:** 2009

**Summary:**

- Design and Technology can change the way children learn to see the world and the products in it.
- Children learn that they can make a difference to the world around them by creating carefully planned products for a specific purpose.

- Children can design and make products for themselves and for others through careful research and consideration of the needs of others.
- Cognitive skills are developed through reflection on what they have made and whether or not it meets the design intention.