An international perspective on design & technology lessons for the road ahead

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Overview

- State of the Nation
- A contemporary justification for a changing landscape
- Clarification from an international study
- Six international influences
- Impact of the influences?
- Questions for the future

State of the Nation

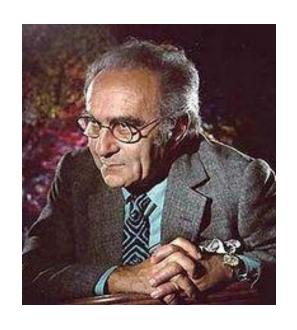


- Primary doing better than secondary
- Secondary schools rarely build on primary experience
- Insufficient
 opportunities for
 'modern'
 technologies

- Take up of electronics and systems and control low
- Dated approaches reinforce stereotypes
- Insufficient use of CPD

Could do better!

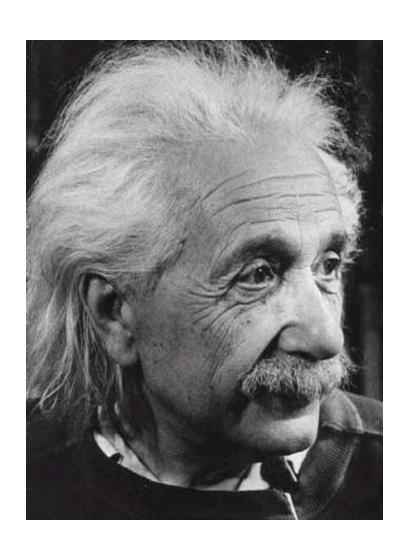
1. Cultural significance



Man is a singular creature. He has a set of gifts, which make him unique among animals; so that, unlike them, he is not a figure in the landscape ...

... he is a shaper of the landscape.

The hand is the cutting edge of the mind. Civilisation is not a collection of finished artefacts; it is an elaboration of processes. In the end the march of man is the refinement of the hand in action



Imagination is more important than knowledge





He (the engineer) has to conceive of a concrete object which does not yet exist, and he has to determine spatial and temporal details which cannot yet be observed, but will have to be created by the designing and manufacturing process.

2. Achieving personal effectiveness





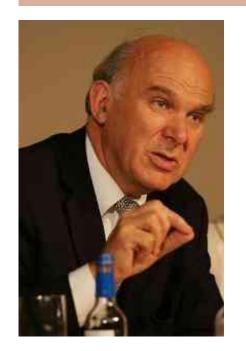


Self esteem

Self efficacy

A can do approach

3. Economic recovery



We have to improve the image of manufacturing ... if we are to attract the brightest and best into industry





We want the words 'made in Britain, created in Britain, designed in Britain, invented in Britain' to drive our nation forward



4. Meeting global challenges

Technology creates solutions that create problems which require further technology to solve

Climate change

Resource depletion

Resource distribution

Health and wellbeing

Energy supply

Transport

Information availability and reliability

The ministerial position



It is crucial that we identify the essential knowledge that children need in order to progress and develop their understanding

Facts

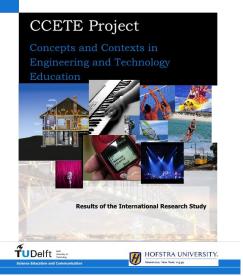
Concepts

Principles

Fundamental operations



Delphi study among 32 experts in philosophy and history of technology, engineering education and technology education to find out . . .



Key concepts

Suitable contexts

For engineering and technology education

Concepts

Main concept	Sub-concepts
Designing (design as a	Invention
verb)	Optimising
	Trade-offs
	Specification
	Product life cycle
Systems	Artefacts (design as
	noun)
	Structure
	Function
Modelling	
Resources	Materials
	Energy
	Information
Values	Sustainability
	Innovation
	Risk/failure
	Social interaction
	Technology assessment

Contexts

Shelter (construction)

Food

Artefacts for practical purposes

Water

Mobility (transportation)

Energy

Communication

Safety

Health (biomedical technologies)

- The rise of makerism
 - The Fab Lab movement
 - Providing hacker spaces where you can come together...feel comfortable, have fun ... ideas really flow, once you form the ideas you have the equipment to work them out
 - 3D fully assembled, touchable, holdable objects that are as downloadable as music or movies!





- The influence of engineering
 - Not ITEA butITEEA
 - Using technology to enhance learning in mathematics and mathematics to enhance learning in technology







- The impact of modern materials
 - Programmable materials
 - Robot modules
 - Claytronics
 - Origami
 - Fluid assembly
 - DNA velcro
 - Biology based the bio brick phenomenon







- Considering design as social activism
 - The difference between good design and design for good



Everything that I designed is absolutely unnecessary





Emily Pilloton

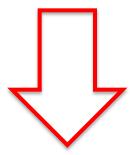
Design revolutionary

- The curriculum in France and China
 - Robotics features highly
- Artificial intelligence (AI)
 will become embedded in
 most everyday objects



The planet is changing the way it behaves!

We are running out of stuff!



An imperative to radically change the way we do things

Designing without making

Designing and making

Making without designing

Exploring technology and society

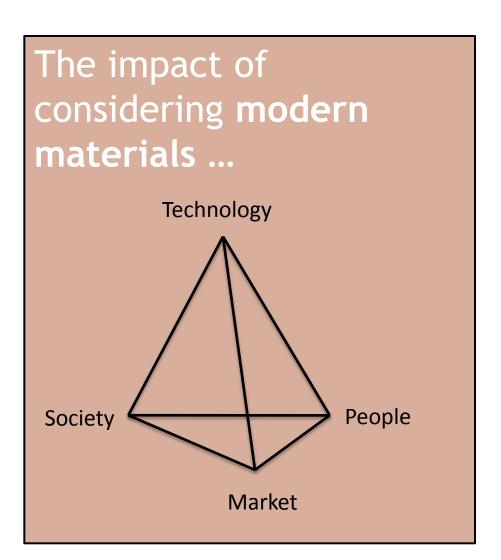
Making without designing

The influence of engineering leading to the UTC Curriculum ...

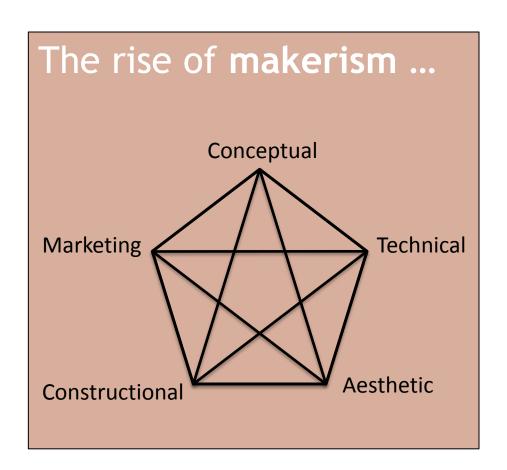
Maintenance
Repair
Installation
Manufacture

How might the KS3 precursor manifest itself?

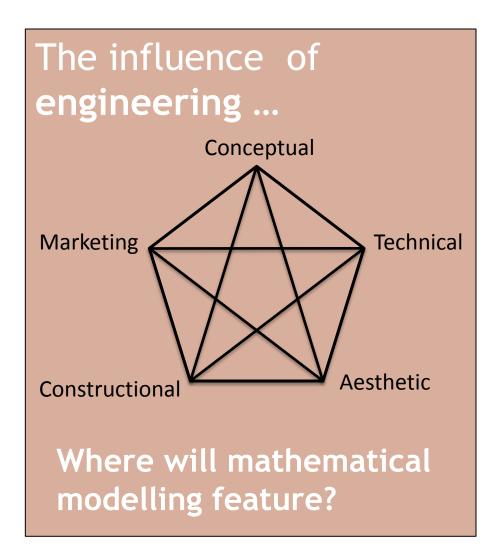
Designing without making



Designing and making



Designing and making



Designing and making

Design as social activism

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Something

For

Somebody

In a

Situation

How might this manifest itself at KS3 and KS4?

The triple S approach to design

Exploring technology and society



Designing without making

Making without designing

Robotics and Al



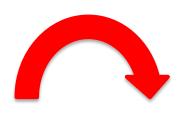
Designing and making

Exploring technology and society

How might this manifest itself at KS3 and KS4?

See ect framework Hidden Worlds and Thinking Machines

Designing without making



Designing and making

An imperative to radically change the way we do things



Making without designing

How might this manifest itself at KS3 and KS4?

Exploring technology and society

Influence overview

Engineering



Modern materials



Robotics and AI



Design & Technology



Makerism



Changing the way we do things



Design as social activism

A note of caution

It would be sad if an exciting and radical curriculum innovation, potentially of great significance, should collapse under the weight of the unrealistic responsibilities being placed upon it.

Questions for the future We have until 2013

What should drive the modernisation agenda for design & technology?

What already exists on which we should build?

What already exists that we should abandon?

How can we strengthen the roles of mathematics and science within design & technology?

How will design & technology education manifest itself in different schools - academies, UTCs, free schools, faith schools, specialist schools?

How do we square the vocational versus general education circle?

Will a TechBac solve the EBac problem?

How will we ensure that the curriculum we create is irresistible? Who will fund the necessary CPD?

Who will provide the necessary CPD?

Should we be considering technology as opposed to design & technology?

What should NAAIDT and D&T Association be doing?

Thank you for your attention

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