

Liverpool John Moores University

Title: VALUES AND ETHICS IN DESIGN & TECHNOLOGY
Status: Definitive
Code: **5002PSDT** (103906)
Version Start Date: 01-08-2016

Owning School/Faculty: Education
Teaching School/Faculty: Education

Team	Leader
Mike Martin	Y

Academic Level: FHEQ5
Credit Value: 12
Total Delivered Hours: 24
Total Learning Hours: 120
Private Study: 96

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	12
Seminar	6
Tutorial	1
Workshop	5

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Technology	AS1	Develop a Learning / Teaching resource aimed at supporting the exploration of values issues in design and technology. (1500 words)	50	
Essay	AS2	Essay: Provide a written justification for the use of your learning / teaching resource with pupils in design and technology (1500 words)	50	

Aims

To develop a personal view of the nature of design and technology education;
To evaluate technological products and systems using a range of designing subskills;
to appreciate the importance of sustainability issues in design and technological activity;
To explore the significance of values and ethical issues in design and technology education.

Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate an understanding of the significance of values and ethical issues in design and technology.
- 2 Evaluate technological products and applications using a range of strategies.
- 3 Demonstrate an understanding of approaches taken to design and technology education in different countries.
- 4 Use digital media and other resources to produce high quality learning and teaching materials.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Resource	1	2	4
Essay	1	3	

Outline Syllabus

The nature of design and technology education with particular reference to the concepts of technological determinism and the social construction of technology.
Perspectives on technology in context and the concept of critiquing.
Looking at values through products and applications.
International perspectives on technology education.
Ethical consumption, global trade and designing from 'cradle-to-grave'.
The use of digital media in designing learning and teaching resources.

Learning Activities

Students will be offered a series of lectures and seminars about key issues and concepts involved in the module. They will also undertake practical activities exploring existing products. In addition, there will be a number of workshop opportunities to develop their expertise in resource production, the use of digital media and web authoring.

Notes

This module considers how design and technology education has a role in sustainability and ethical issues education.