



# Design and Technology Learning Area

## LEARNING AREA

The Design and Technology Learning Area has five classrooms. These are comprised of two CAD CAM suites and two traditional workshops and one electronics area. All learning areas have an interactive whiteboard and DVD playing facilities. All five classrooms can accommodate groups of up to 26 students and are equipped for the teaching of all key stages.

The environment is well maintained and the displays celebrate the success of students from all year groups. They illustrate a range of activities, projects and techniques and provide useful exemplar material for staff and students.

## STAFFING

The department has three full time Design and Technology teachers as well as a full time technician. There is also a part time display technician.

## EXAMINATION RESULTS

The Design and Technology Department achieved 73% GCSE A\*- C last year in Product Design. The Department has a long history of being a high attaining department in the school.

KS5 students achieved a 100% pass rate. Some of them go on to study Design related courses at foundation, degree level and apprenticeships within industry.



# Design and Technology

## TEACHING AND LEARNING

The Learning Area groups students into mixed ability teaching groups in KS3 to KS4 taking into consideration department and school data. Students in KS3 and KS4 receive three hours teaching per week. This increases to six hours at KS5.

### Key Stage 3

At the beginning of Year 7 students study a core skills module to ascertain their design abilities and understanding. This guides teaching staff to the differentiated approach needed to help students make progress and achieve their target grades. Students in Year 7 and Year 8 rotate around the curriculum area to gain experience of different projects and teaching styles. Regular feedback is given to students via the module reporting system, AFL sheets and tracking registers. The KS3 curriculum has been adapted to reflect the needs and interests of students and to give them a sound knowledge of a variety of media and design approaches. This approach is aimed at preparing them for KS4 GCSE work that begins in Year 9.

### Key Stage 4

To begin with students explore four micro projects and rotate around the department and teaching staff. Students learn about different techniques, design styles and how to develop their work within the design and make projects as well as focussed practical tasks. After these workshops they will begin to develop their coursework unit and stay with a member of staff who will be their teacher for the remainder of the year. At KS4 students follow the AQA D&T Product Design syllabus which enables them to work in a variety of media that best suits their skills.

### Key Stage 5

There is an excellent uptake of students wishing to follow AQA Product Design 3d Materials at KS5. Regular feedback is given to students via tutorials, group critiques, mark sheets and module reports.

## EXTENSION AND ENRICHMENT

KS5 students visit various national events and industrial links to further their learning experience. This includes visits to Jaguar Land Rover, EEF and Ishida. They will also be guided when it comes to choosing HE courses as we have very good links with industry. Students will be given advice on how to put together a portfolio and practise interviews to boost their confidence. KS3 and KS4 students also have workshops from the James Dyson Foundation. Session Three activities are available for all key stages. There is a rich tradition of STEM activities across the Academy.