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**The Business, Technology and Art Faculty**

The Business, Technology and Art Faculty is a key curriculum area in this outstanding academy.

**Personnel**

There are currently 7 full-time teachers and one part-time within the faculty and a full-time technician, all of whom operate under the direction and guidance of the Lead Teacher.

Shabnam Khan: Lead Teacher of Business, Technology and Art

Adam Smith: Assistant Lead Teacher Business, Technology and Art (GCSE Product Design)

Jeanette Bristow: Assistant Principal: Equality of Learning (Art)

Colin Malone: Assistant Principal: Boys’ Learning and Progress (Business and ICT)

Allyson Holmes: Teacher of Design Technology (GCSE Textiles) – P/T

Julie Duggan: Teacher of Art and Design Technology

Emily Smith: Teacher of Art & Design Technology (GCSE Graphics)

Simon Withey: Teacher of Computer Science and Design Technology

Tristan Malgeri: Faculty Technician

**Accommodation**

This comprises of 1 specialist food room, 1 textiles room, 1 design and technology workshop, 1 design and technology classroom with 30 computers, another graphics classroom with 15 computers and 15 laptops, four ICT suites with 30 computers and 2 art rooms. Each room is linked to the academy’s network and all are equipped with interactive whiteboards. The department has a range of CAD/CAM equipment including a laser cutter and 3D printer.

**Curriculum**

Students who choose a business, design and technology and art subject at KS4 will study it for 3 hours each week in year 9 and 10, and for 2 hours in year 11.

Students can opt for the following courses:

GCSE D&T Product Design (AQA)

GCSE Catering (WJEC)

GCSE ICT (EDEXCEL)

GCSE Art and Design (AQA)

GCSE Business (OCR)

GCSE Computer Science (9-1: OCR)

GCSE Art with Textiles (9-1: AQA)

GCSE Art with Graphics (9-1: AQA)

GCSE Food Preparation and Nutrition (9-1: WJEC)

GCSE Design and Technology (9-1: AQA)

GCSE Art (9-1: AQA)

GCSE Business Studies (9-1: OCR)

At Key Stage 3 students study 2 hours of Design and Technology per week and 1 hour of Art and ICT. The students visit all areas of Design and Technology and they are assessed in end of module tests, design work and practical tasks. All groups are taught in a mixed ability setting within top and bottom sets. Teachers will often teach different areas of Design and Technology at Key Stage 3.

**Enrichment**

The Business, Technology and Art department believe that enrichment within the curriculum is of vital importance i.e. delivering extra-curricular clubs and organising educational visits. The team offers after school clubs too on a weekly basis to help students with their work.

**Exam Results**

***Key Stage Four Design and Technology***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Subjects** | **2010-2011** | **2011-2012** | **2012-2013** | **2013-2014** | **2014-2015** | **2015-16** | **2016-17** |
| D&T Textiles  | 92% | 71% | 90% | 91% | 70% | 82% | 100% |
| D&T Graphics  | 58% | 61% | 76% | 73% |  | 58% |  |
| D&T Product Design |  |  |  |  | 49% | 91% | 77% |
| Catering |  |  |  | 70.6% | 50% | 55% | 50% |
| Design Technology Overall | 83% | 67% | 75% | 73% | 52% | 72% | 77% |

**Tracking and Intervention**

The Business, Technology and Art Department has implemented a tracking programme of students at both key stages. This allows early intervention with students who are performing below their target and not realising their full potential. Data is analysed on a half termly basis looking particularly at SEND, G&T and Pupil Premium students. Strategies are recorded to ensure that these key cohorts are achieving their target grade.

***If you have the drive and commitment to make that difference then we want to hear from you.***