Job Description: Design & Technology Mentor

Position Title: Design & Technology Mentor

Department   SPARK

Report to: Head of Secondary

Purpose

Inspire, Empower, Thrive

The Science Secondary Mentor plays an integral part in embedding the Citizen's vision and ethos through living out the following values:

- Entrepreneurship
- Empathy
- Inclusivity
- Growth Mindset
- Curiosity
- Resilience
- Well-Being

About Citizens School
At Citizens, we believe in creating a learning environment where every learner is known and known well. This role is an opportunity to shape the future of design and technology education in a school that challenges traditional learning models and puts learners at the heart of everything we do.

We offer:

- A pioneering learning environment that values innovation, creativity, and real-world problem-solving.
- Professional development opportunities to grow as a leader in Design and Technology education.
- A collaborative, dynamic team of mentors and leaders who are passionate about learner success.
- The opportunity to build meaningful industry and university connections that will open doors for learners.
- This is a key role in shaping how learners at Citizens develop their design, engineering, and technology skills, ensuring they leave school prepared to thrive in a rapidly evolving world.

At Citizens School the Counsellor plays an integral part in embedding the Citizen's vision and ethos through living out the following values:

- Entrepreneurship
- Empathy

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- Inclusivity
- Growth Mindset
- Curiosity
- Resilience
- Well-Being

Citizens School Dubai is an exciting and innovative place to work. The successful candidate will join a strong and committed team of Inclusion Mentors, with the opportunity to work across all areas of the school. The team, work in conjunction with Senior Leaders to ensure that the curriculum is broad, sequential and relevant, taking account of all learners in their care. We place the highest importance on the well-being of all learners, ensuring excellent levels of pastoral support and encouragement for every child. All mentors model the values of Citizens School and create a culture where all members of the community inspire, empower and enable learners to thrive, as Citizens School becomes known as a centre of excellence.

As a school, our focus is very much on 'Inspiring, Empowering and enabling all learners to Thrive'. Your role is to embed and develop this vision in everything that you do. It is about guiding learners to discover their own potential and pathways, empowering them to take ownership of their learning and thrive in their unique ways.

Throughout our personalised curriculum (Citizens Future Framework), we focus on 4 key areas:

1. Entrepreneurship. This reflects our commitment to nurturing innovation, creativity, and initiative. It embodies the spirit of collaboration, encouraging learners to identify opportunities, take calculated risks, and drive meaningful change. Through our unique curriculum, we cultivate entrepreneurial mindsets, empowering learners to apply their ideas in real-world contexts and become adaptable, impactful global leaders.
2. Transdisciplinary Project-Based Learning (PBL). This seamlessly integrates the British Curriculum with the International Baccalaureate framework. This approach inspires, empowers, and enables learners to thrive by combining academic rigor with inquiry-based learning, allowing them to tackle real-world challenges while developing critical thinking and collaboration skills
3. "Everyone known and known well". Every learner is recognized as a unique individual. Through personalized learning experiences and deep, meaningful relationships with mentors, we ensure that each learner's strengths, needs, and aspirations are understood and nurtured. This approach creates a supportive and inclusive community where every learner is valued, respected, and given the opportunity to thrive.
4. An inquiry-based approach transforms learners into curious thinkers and problem-solvers. By asking questions, learners explore and investigate to construct their own understanding. Through research, they connect concepts across topics and relate them to real-world situations, cultivating a passion for discovery.

Role Overview:

The Design and Technology Mentor will be responsible for delivering an engaging and rigorous Design and Technology curriculum in line with the Key Stage 2 and Key Stage 3 British National Curriculum. This role requires a dynamic, forward-thinking educator who is passionate about hands-on, inquiry-led learning and can inspire creativity and innovation among learners.

The successful candidate will work closely with mentors, leaders, and families to create an inclusive and stimulating learning environment where all learners develop confidence in design thinking, engineering principles, problem-solving, and practical skills.

The Design and Technology Mentor will be line-managed by the Head of Secondary and will collaborate across all teams to integrate innovation and practical learning into the Citizens learning experience, through our Problem Based Learning offer.

Key Responsibilities:

1. **Teaching and Learning**

- Plan and deliver high-quality lessons in Design and Technology that align with the British National Curriculum for Key Stage 2 and Key Stage 3.
- Provide an engaging, hands-on learning experience that encourages creativity, problem-solving, and critical thinking.
- Develop learners' knowledge and skills in areas such as product design, resistant materials, electronics, CAD/CAM, and textiles.
- Use inquiry-based and project-based learning to enhance learners' understanding of design processes and technological applications.
- Support learners in developing technical drawing, prototyping, and manufacturing skills through practical activities.
- Encourage learners to apply design thinking principles to real-world problems, fostering innovation and adaptability.
- Incorporate sustainability and ethical design principles into learning experiences.
- Differentiate learning to ensure all learners are challenged and supported to achieve their potential.

2. **Innovation and Technology Integration**

- Promote the use of emerging technologies such as 3D printing, robotics, and digital manufacturing tools within the curriculum.
- Guide learners in the safe and effective use of tools, machinery, and workshop equipment.
- Encourage the integration of coding and digital design into project-based learning experiences.
- Stay up to date with advancements in design and technology education and apply them in a classroom setting.

3. **Assessment and Learner Development**

- Assess learner progress through a variety of formative and summative methods, ensuring high expectations for all.
- Provide timely and meaningful feedback to learners to support their growth and improvement.
- Maintain records of learners' achievements, monitor progress, and communicate effectively with families regarding learner development.
- Support learners in developing portfolios of work that demonstrate their design and technology skills.

4. **Contribution to School Community**

- Collaborate with colleagues to develop interdisciplinary learning experiences that connect Design and Technology with other subjects.
- Lead or contribute to extracurricular activities related to Design and Technology, such as clubs, competitions, or exhibitions.
- Support school-wide initiatives that promote sustainability, entrepreneurship, and innovation.
- Participate in professional development opportunities to continuously enhance teaching practice.

Qualifications and Experience

- BA, BEd, or PGCE in Design and Technology, Engineering, or a related subject.
- Qualified Teacher Status (QTS) through an accredited route.
- Evidence of continued professional development in education and technology.
- Experience and Attributes:
- Minimum two years of experience teaching the British National Curriculum in Key Stage 2 and Key Stage 3.
- Experience in delivering inquiry-based and hands-on learning experiences.
- Strong understanding of design thinking, engineering principles, and technological applications.
- Experience with CAD software, digital fabrication tools, and workshop machinery.
- Ability to inspire and engage learners in a dynamic and creative learning environment.
- A commitment to the Citizens approach to learning, ensuring that innovation and practical skills are embedded into everyday learning experiences.

Why Join Citizens School

At Citizens, we believe in creating a learning environment where every learner is known and known well. This role is an opportunity to shape the future of design and technology education in a school that challenges traditional learning models and puts learners at the heart of everything we do.

We offer:

- An innovative and creative real-world driven PBL offer for all learners from EYFS to Year 9.

- Pioneering learning environment and 'MakerSpace' (opening in 2027) that values innovation, creativity, and real-world problem-solving.
- Professional development opportunities to grow as a leader in Design and Technology education.
- A collaborative, dynamic team of mentors and leaders who are passionate about learner success.
- The opportunity to build meaningful industry and university connections that will open doors for learners.
- This is a key role in shaping how learners at Citizens develop their design, engineering, and technology skills, ensuring they leave school prepared to thrive in a rapidly evolving world.