Design Technology at The Gilberd School March 2025

What we are looking for:

Due to the retirement of the existing postholder, we are looking to recruit an excellent, innovative teacher of Design Technology to join and lead the Technology Curriculum Area. At The Gilberd School we highly value the contribution played by practical subjects within our aspirational curriculum. We encourage a high standard of reflection and innovation in teaching and learning and curriculum design.

Organisation of the Curriculum Area:

The Curriculum Area comprises of the following subjects:

- Design Technology
- Textiles and Food *
- Computer Science *
- Art *

Each Subject Area starred above is led by a Subject Leader on a TLR2b. They have responsibility for their subject and teachers. The Curriculum Leader of Technology is directly responsible for the running of Design Technology, line manages the three other Subject Leaders and has a strategic overview of the Curriculum Area as a whole. We also have a Lead Teacher within Technology.

Subject teachers within the Curriculum Area are passionate about their subjects and are highly skilled in their chosen fields. Many are examiners or moderators.

Students currently start their GCSE courses in Year 10 and may study one or more of the GCSE subjects within the Curriculum Area below:

- Textiles Art (AQA)
- Food Preparation and Nutrition (EDUQAS)
- Design Technology *(Timbers element)* (Pearson)
- Fine Art (AQA)
- Computer Science (OCR)

Students in Years 7 to 9 have three hours of Design and Technology each fortnight and rotate through four disciplines every 12 weeks, with no more than 20 students in mixed ability groups. In Year 9 they choose to specialise in their chosen field of Design Technology for the Summer term. In KS3 students study two hours of both Art and Computer Science each fortnight. At KS4 all option subjects have five hours of study.

Accommodation:
Accommodation for the Curriculum Area is modern and extremely well equipped. In 2024 we reconfigured the entire Design Technology area to maximise the space and resources available. There are two workshops, plus one multi-purpose room used for CAD/CAM and general teaching across the faculty.

Art and Textiles are also housed in a new 'state of the art' multi-functional facility that complements Design and Technology. In addition, we have two large food preparation rooms and two dedicated Computer Science suites.

Resources:

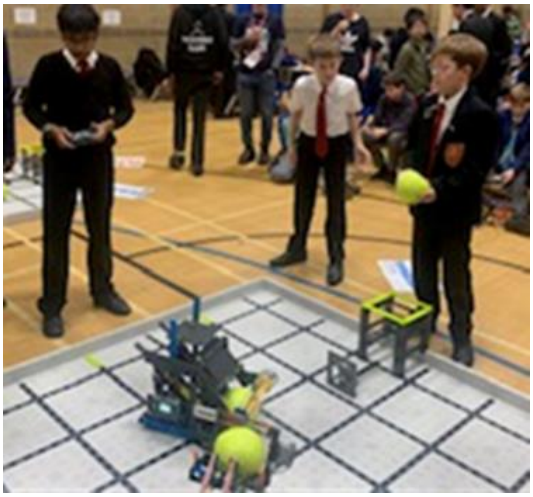
As a school we are very well resourced and equipped. The Curriculum Area has three dedicated technicians: one each in Design Technology, Food/Textiles and Art. They collaborate well as a team.

Resources across the Design Technology suites include:

- Projector, interactive screen, speakers, A3 visualiser and desktop computer in each workshop
- Fully equipped workshops
- Access to two computer suites and/or laptop trolley
- Access to two industrial Laser Cutters and 3D Printers
- Textbooks available for all Year groups to use within school
- An array of resources which are stored centrally on our school user area
- CX300 Cam1 Cutter Plotter
- 4 Boxford centre lathes
- 1 wood turning lathe
- Clark vacuum former
- Line benders
- Oven for plastic drape forming
- 2D design V.2 CAD software
- Circuit wizard V.3 software
- Control Studio 2.5 software
- CR Clarke R15 Shredder
- CR Clarke R30 Sheet Press.

Co-Curricular:

There is a strong history of STEAM participation within the Curriculum Area, with very close collaboration with other subjects in the school. We see STEAM as very much a cross curricular activity supporting the view that in industry, subject boundaries do not exist.



Present clubs:

- KS3 Art club
- Eco-warriors
- Eco-committee
- Eco-shredders club
- Computing club
- STEAM club
- KS3 & KS4 Textiles clubs
- “Biteback” Food Champions

Past successes include:

- National VEX robotics finalists
- National Young Engineers School of the Year Runner-Up award
- Green Flag award – (Distinction) National winners for the Waste Topic category
- Ecobricking – 2nd secondary school in Europe.

We have great links with industry through the STEAM ambassador scheme. Staff from Flaktwoods have been regular contributors to our clubs and provide good links with our local industry providers. Many of our students undertake work experience with our industrial partners.

Assessment Overview:

Assessment across all areas mirrors GCSE with the view that the examination subjects are taught across five, rather than two years. Each module has an end of module test and overall grades are calculated from the NEA/examination percentage split associated with the GCSE subjects. Regular assessments are embedded into the schemes of work. These inform both our teaching and our monitoring and targeted intervention programme.

Outcomes:

We are constantly improving our schemes of work and revision resources so that our students achieve the best possible outcomes.

In 2024 our outcomes at GCSE for Grades 4+ were: Design Technology 65%, Electronics 100%, Food Preparation and Nutrition 66 %, Textiles Art 74%, Computer Science 79% and Textiles Art 75%.

In addition, we coach and support students to apply for the prestigious Arkwright Scholarship each year.