

Design and Technology Department Profile

Vision Statement 2016



- The Design and Technology team is committed to making a difference by delivering worthy, compelling and exciting learning experiences for young people at Key Stage 3 and beyond.
- We believe that creative learning opportunities in Design and Technology and the wider curriculum, together with innovative teaching methods, will inspire our pupils to challenge themselves and to gain in confidence. Most importantly, pupils will be encouraged to take an active role in their learning and become autonomous learners.
- We will endeavour to engage all learners and raise standards, especially for those pupils at risk of underachievement, by giving them the opportunity to equip themselves with the skills they need to become responsible citizens and gain access to the modern workplace.
- We recognise that creativity is not a skill confined to the Arts, but involves a wider ability to question, to make connections, and to take an innovative approach to enterprise opportunities and problem-solving. Design and Technology can offer many opportunities for creativity. We need to seek to encourage creativity through enabling pupils to make design decisions.

Design and Technology Staffing Arrangements

The Design and Technology curriculum is taught by a team of specialist Design and Technology teachers supported by 2 technicians. Some classes are supported by classroom assistants who are assigned to students determined by SEN policy.

Accommodation

The Design and Technology suite comprises of:

- Graphics/Product design room with 20 ECT computers and 2 3D printers
- A Food Technology room with 4 ECT computers
- A Resistant Materials workshop
- A Textiles room with 5 ECT computers
- An Electronic Products (Systems and Control) room with 20 ECT computers. CAD/CAM 1 Mercury 30 watt Laser Cutter, sublimation equipment, and vacuum forming machine.
- Each classroom is equipped with Smartboards and the use of two Visualisers are available across the department.