## Broadening Horizons

Technology, as a subject area, holds very strong links with employment, FE and HE offering students a range of pathways, post secondary education.

The Technology curriculum is forward thinking in creating opportunities to enrich students' experiences, always looking for opportunities to work with external parties from a range of backgrounds from industry partners, local employers, FE and HE, to be involved in enriching the Technology curriculum.

## Careers

We run a series of Careers in the Curriculum weeks in our school.

For Technology, this week takes place in March.

Students take part in a number of activities to encourage them to think about how what they learn in the classroom can be applied in a number of future careers.

## Immerse Yourself



Subject Specific Reading for Food Technology

- Science of Cooking
- Rick Stein's Far Easter
  Odyssey
- My Street Food Kitchen



Subject Specific Reading for Construction

- Manmade Wonders of the World
- We'll Call You If We Need You
- Millennials' Guide to the Construction Trades

## Praise and Reward

Our rewards system can be broadly split into four categories: classroom level, subject level, school level and privilege rewards. We'll focus on classroom and subject rewards here - for more information about our rewards schemes, please see our website.

### CLASSROOM LEVEL REWARDS

Awarded for: working hard, taking risks and rising to a challenge, making mistakes and learning from them, helping others, and taking pride in the school community.

Rewarded by: praise postcards, positive phone calls to parents/ carers, positive text messages home, and lesson-based prizes.

#### SUBJECT LEVEL REWARDS

Reward scheme: Star of the Week, curriculum awards (Subject/ School Way, participation, working with pride, embracing the whole curriculum), high flyer, extra mile, most improved.

Rewarded by: names displayed on reward boards, certificates, social media posts.

## Contact

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## A Career In Technology

If you're interested in a career in Technology, it can be overwhelming with the number of opportunities out there. What role would suit you and help your talents shine?







## Curriculum Intent

The Design and Technology curriculum aims to develop students' skills, knowledge, values and passion for Design and Technology, to allow them to be successful in an everchanging world.

Students will develop their problem solving, organisation, planning, creativity and analysis skills, through a carefully developed curriculum. This provides opportunities for students to gain understanding of a range of materials, ingredients and the impact these have on themselves and the world around them.

Strong values of high expectations, pride in their work, confidence, strong work ethic and a growth mindset, are instilled in students throughout their education in Design and Technology at WPT. A deep passion for the subject is developed, through highly-engaging and relevant curriculum content, with an emphasis of involving industry in the classroom, through an extensive network of links with third parties.



# Have your say!

At WPT we're always looking for feedback. If you have any thoughts/opinions on this Curriculum Newsletter, its content or the curriculum in general, please scan the QR code to fill out a short feedback form.



## Year 12 & Year 13 Curriculum

A level Design and Technology provides a unique opportunity in the curriculum for students to identify and solve real problems by designing and making products.

The course is an inspiring, rigorous and practical subject which encourages students to use creativity and imagination. The course covers a wide range of disciplines and can be tailored to the interests and skills of the students such as Engineering, Materials Technology, Construction and Graphics.

Students will learn how to visually record work, conduct relevant research and use the work of others to help develop their own ideas. They will also experiment with a range of materials and manufacturing processes as well as planning, modifying and reviewing their own work.

Year 12 incorporates skills-based mini projects which will cover the basics of a wide range of manufacturing techniques and use of materials from a variety of disciplines. Students will learn

## **Assessment Points**

Students are assessed on their ability to evidence the four Assessment Objectives, set by WJEC. These are detailed in the WJEC Specification for GCE Design and Technology. The course is split evenly, 50% coursework, 50% exam.

how to use an iterative approach to design and learn how they can develop concepts using this type of design. In January of Year 12, students begin their coursework project which will count towards their final grade.

Year 13 is a continuation of the coursework element started in January of Year 12, and students will have until February to complete this. They are required to design and make a project based on a brief developed by the candidate. The portfolio of work completed will need to include a practical outcome, research, materials testing, developments, conceptual product manufacture and evaluations. Once the coursework element is complete, students will have time to focus on and prepare for the written exam.



T V W ab W in O



# The Technology Way

The Technology Way is designed to help students become young subject specialists. The Subject Way has two main purposes, to teach students the vital skills they need to achieve their full potential and to teach students how each subject relates to the wider world, incorporating the life skills they will learn.