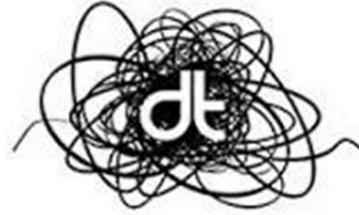
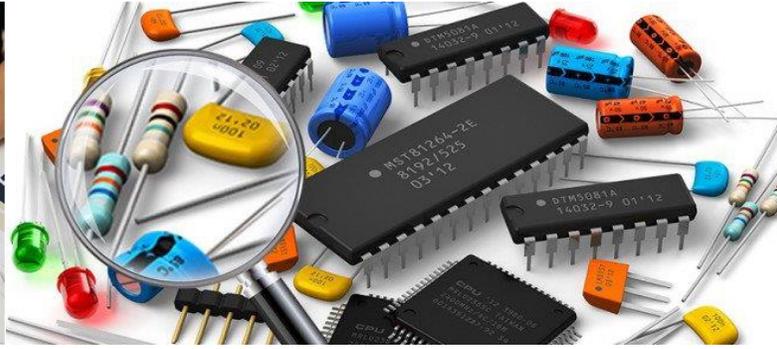


# Design & Technology

At KS3 Design Technology we teach a broad curriculum which includes, Graphics, Textiles, Electronics, Resistant Materials and Food.



At KS4 we teach Graphics and Hospitality and Catering both of which are Technical Awards.



## Facilities and equipment

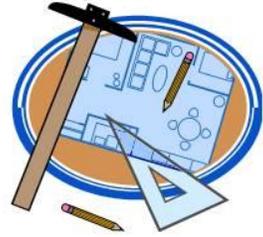
Within the department we have 4 specialist classrooms. A **Resistant Materials** workshop where the laser cutter is housed and there is also access to our heat treatment room. We have an **Electronics Lab** with purpose built benches enabling all students to have their own work area for the use of soldering irons. For **Graphics** and research work we have a computer suite which also has purpose built work tables. For the teaching of **Food** and **Hospitality and Catering** we have a large food room. In the centre of the department is an all-purpose classroom used for **Textiles** and design work and written tasks.





## Year 7

In year 7 we teach 2 projects, and also follow a Food Technology programme. The projects are Techno Toy – this is a Textile project incorporating Electronics. The final outcome is a felt toy with LED's. In Resistant Materials the students make a wooden Sweet Dispenser through design and make tasks using different machinery and tools.



In year 8 we teach 2 projects and follow a Food Technology programme which also links to Hospitality and Catering. The projects are Tex Light, this is a lantern made from Vilene which is lit by a circuit made from conductive thread. In Graphics the students design the surface decoration for a set of Virtual Reality Goggles. This is a new project which keeps our subject current and diverse



## Year 8



# Enrichment



In Enrichment we deliver projects to support children in challenging circumstances in developing countries for example, children's clothes which I take to Cambodia, sanitary protection with assistance from the charity 'Days for Girls' which have been delivered to Kenya. Also projects exploring Electronics and Woodwork in more depth. This term we are designing a 'no touch door opener' based on an animal theme, the final design produced on a computer and cut out using the laser cutter.

We have had various after school activities. One has been the Rollercoaster Challenge which we have delivered with funding and support from Siemens. We also offer after school clubs in either resistant materials or electronics



**Extra-curricular**