

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 Design Technology

- Designer Maker User
- Architecture for Teens
- Fifty Chairs that Changed the World

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.

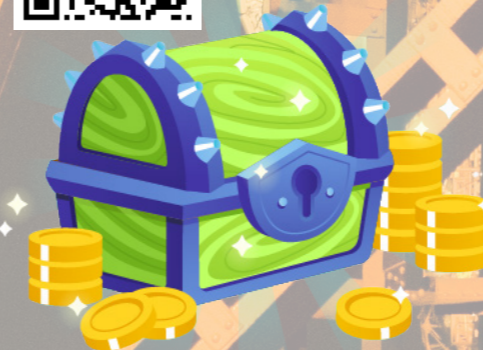
Contact



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Money Box Project

A project focusing on constructing a money box with a creative design.

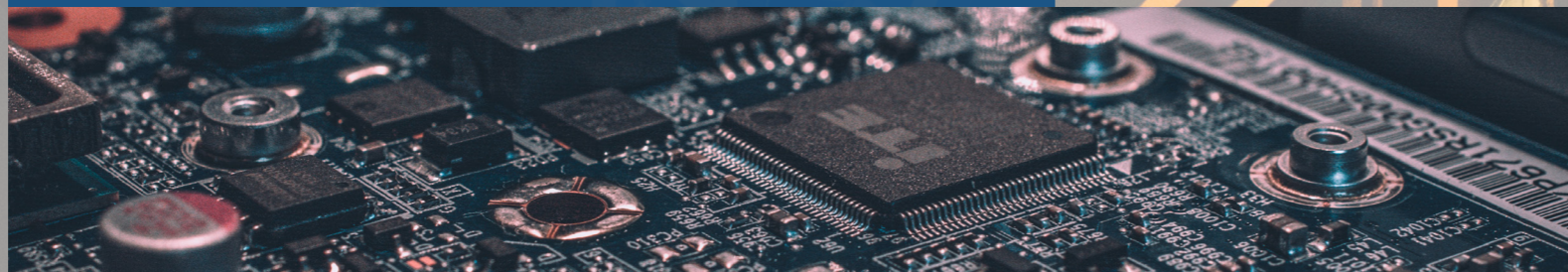


Edition 6
March
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TECHNOLOGY

Curriculum Newsletter

YEAR 7



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 ever-changing 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 7 Curriculum

In Year 7, students undertake a range of focussed practical tasks to develop their manufacturing skills and complete the following projects:

- Money Box Project
- Ali-Mals Project
- Pewter Casting Project

They also learn to cook and prepare the following dishes:

- Fruit Salad
- Deli Salad
- Vegetable Soup
- Pizza toast
- Stir Fry
- Veggie Crumble
- Breakfast Muffins
- Carrot Cake
- Chickpea Curry

Students learn about the source, seasonality and nutrition of a range of commodities.



Alongside this, students learn a range of design and problem-solving skills to prepare them to respond creatively to a series of context-based problems.

The contexts they are given in Year 7 are:

- Designing Chad Valley a children's educational toy, which must be made from timber and have a moving part
- Designing an animal-themed souvenir made from metals for Millennium Galleries, who are looking to extend their range of products in their gift shop
- Developing a recipe for a vegetarian curry that is inspired by a culture of your choice.

Assessment Points

Students are assessed on an ongoing basis against the following criteria, that link directly to the Technology Can Do statements; Research, Solving Problems, Specification, Design Communication, Manufacturing Plans, Mathematical Modelling, Isometric Drawing/CAD Drawing, Manufacturing Knowledge, Manufacturing Skill, Testing and Evaluation.

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.

THE TECHNOLOGY WAY



We use technological key words

We follow project plans **recipes methodically &**

We evaluate the success of our designs

We are inquisitive about how things are made

We work sensibly & safely

We are self-disciplined

We take pride in the presentation of written & practical work

We use demonstrations to improve our ways of working

We think creatively & innovatively to problem solve

We reflect on and learn from previous attempts



WICKERSLEY PARTNERSHIP TRUST

SUBJECT WAYS