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# TECHNOLOGY

## Curriculum Newsletter

### YEAR 11

#### Contact



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# 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.

## Year 11 Curriculum

In Year 11, students focus on completing their NEA tasks. Once these are complete, students focus on revision for their final examination.

Students will work on:

- Their NEA tasks
- Revision topics covered in Year 10 in preparation for their final examination
- Progress will be assessed using in-class quizzes and tests, summative assessments at the end of each half term and mock exams at two set points during the year, which will test everything they have learnt throughout Year 11
- Students will be expected to produce revision material every week based around what they have learnt in lessons. This will be collected before every summative assessment

## Assessment Points

In Year 11, students bring their NEA, this makes up a significant proportion of their overall grade. They are also assessed with a mini mock, against all the content they have learnt in Year 10 and Year 11.

### Immerse Yourself

#### STEM Grand Challenges

- Develop Skills
- Future Career Opportunities
- Learn About Technology

#### BBC Bitesize Design & Technology

- Learn and Revise
- Topics, Guidance and Tips
- Get Exam Ready!

**Product Design:** Unleash your inner designer and take on some of the STEM design tasks provided by STEM Learning. STEM Learning are dedicated to empowering young people with the skills and knowledge to thrive through effective teaching and learning.

BBC Bitesize have multiple resources and revision guides to help you succeed in Design and Technology, and prepare for your final exams.

There are a range of revision resources available to prepare yourselves for your exams on Google Classroom. Be sure to collect any physical resources your teachers give out over the upcoming week.

## Test Your Knowledge with Quizlet...

Quizlet's Y11 Design and Technology flashcards are a fantastic way to memorise relevant Tech terms to help you with your studies. Click on the icon below to start!



# 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.

# 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.

By GCSE level, you should be considering your next steps if you want to pursue a career in the Design, Food and Technology industry. There are lots of opportunities available to speak to employers at our careers events that happen in both Year 10 and Year 11, as well as exploring options out of school that might help you in your next steps.



## Industry Insight: Nutritionist

MYPATH are a series of fabulous videos designed to inspire students in a variety of jobs. In this one, they look at the job of a Nutritionist and what's needed to become one. Click on their logo to watch the clip now.

## Engineering in the Movies - What is possible?

Michael Milford, a robotics professor who loves to dissect the science and tech in Hollywood blockbusters explores the possibilities of what we see on our screens in this YouTube shot. Take a look at some - old and new by clicking on the logo.



# 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.

In Year 11 Careers lessons, students begin to learn about the different types of engineering and the future possibilities. There is a focus on the types of engineering and where these can take you.

Considering your post 16 options is a big part of those careers lessons and in Year 11 we look at degree options. Concerning Reality take a look at the various choices available for engineering education. Click on their logo below to watch now.



# The Technology Way

Our subject has a 'Subject Way' at the heart of it. Our Subject Way is designed to help students become young subject specialists. The Technology Way is followed in all of our lessons and has two main purposes:

Firstly, to teach students the vital skills they need to achieve their full potential and gain the very best grades they can. Secondly, to teach students how each subject relates to the wider world, incorporating the life skills they will learn.

**THE Technology Way**

- We use key words in context
- We follow project plans & recipes **methodically**
- We are inquisitive about how things are made
- We are self-disciplined
- We take pride in the presentation of written & practical work
- We are resilient and persevere to master our techniques
- We evaluate the success of our outcomes
- We work sensibly and safely
- We use demonstrations to improve our ways of working
- We think creatively & innovatively to problem solve
- We reflect on and learn from previous attempts

subject ways

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 click on the title to fill out a short feedback form.