



# Christ's College Guildford

Principal: Sarah Hatch. BA (Hons), QTS, PGC, NPQH  
[www.christscollege.surrey.sch.uk](http://www.christscollege.surrey.sch.uk)



## Subject: Design & Technology

Year Group: Year 10 & 11

### Curriculum Intent:

We aim to ensure that all pupils:

- ♣ Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
- ♣ Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users.
- ♣ Critique, evaluate and test their ideas and products and the work of others.

### College Values:

We have understand that that not every student will leave school as a master engineer, but every student can enjoy learning about themselves and how they can fulfil their potential. We firmly believe that there is a creative path out there for everyone to enjoy and our curriculum will help develop the whole person and not just their practical attributes.

### Knowledge and Skills:

KS4

Pupils will gain a broad understanding of the properties of materials and commercial practice in related industries. They will develop practical skills which will enable them to produce practical outcomes manufactured from woods, metals and polymers. They will also cover units on Systems & Control, Mechanisms, Papers & Boards and Textiles. Pupils will be expected to apply technical and practical expertise to ensure that a product meets a manufacturing specification and is suitable for its intended purpose. Pupils will also develop valuable transferable skills in teamwork and communication. This course will prepare pupils to participate confidently and successfully in an increasingly technological world. There will be opportunities to apply their knowledge from other disciplines, including Mathematics, Science, Art and Design, Computing and the Humanities. Successful completion of this course could lead to a further study of a wide range of courses at A Level, related Level 3 vocational qualifications, or an apprenticeship in a related area of employment. The pupils will build on the skills and knowledge learnt in KS3. This course a a GCSE D&T Qualification with a specialist focus on Timbers.

### Assessment:

#### KS4 Core Lessons

Verbal Guidance, visual demonstration of projects being produced, displaying a range of practical skills showing development, and feedback.

End of Unit Assessments completed after each unit of work, feedback provided in the form of a grade.



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Practical project work analysed by self, peer and teacher with accompanying written assessment and grade.

Written and verbal feedback on google classroom for homework.

Flight path information and front sheet used to aid support for students to understand their progress.

## KS4 examined classes practical and theory lessons

Students classwork is put into a folder that is not marked by the department

Students have worksheets for theory elements which they complete that shows their ability to apply and demonstrate (commonly an exam style questions). This work is marked in detail by the department on a regular basis.

Questions to be used in written feedback to engage student conversation

Lesson time will be divided between 50% practical project work and 50% theory.

GCSE – will be weighted 50% NEA (new term for Controlled Assessment) 50% written examination paper (1 - 9 Grades)

## Homework:

Homework will be set via Google Classroom with the possibility of receiving a worksheet in lesson. KS4 GCSE will receive Homework physically in lesson and/or through Google Classroom once every 2 weeks.

## Cultural Capital:

Further subject knowledge can be gained through visiting the BBC Bitesize website which has theoretical information, helpful videos and short quizzes.

Watching programs based around project design, materials and engineering, such as Grand Designs and The Repair Shop on the BBC.

There are many free online resources to help develop and stimulate their artistic and creative minds through CAD/CAM, such as TinkerCad, Fusion360 and 2D Design.