

Technology

Technology at Dean Trust Ardwick is split into two different subject areas; design and technology (D&T) and food preparation and nutrition (FP&N). During each academic year in Key Stage 3, pupils will experience a balanced curriculum where weekly lessons are split equally between theory and practical. Pupils will participate in a range of engaging projects to develop an understanding of core theory and practical skills through four main areas:

1. **Research:** Projects will develop a range of research and exploration skills, such as the study of different design influences to identify and understand user needs working from a variety of briefs.
2. **Design:** Pupils will utilise their research to communicate design ideas using annotated sketches, detailed plans, 3-D and mathematical modelling and computer-based tools (such as Google SketchUp and 2D Design).
3. **Making:** Projects will develop pupils' abilities to select from and use specialist tools, techniques, processes, equipment and machinery precisely, including computer-aided manufacture using the laser cutter and engraving machine.
4. **Evaluating:** Pupils will test, evaluate and refine their ideas and products against their specifications, taking into account the views of intended users and other interested groups such as their peers and family.

Year 7

At the start of Year 7 pupils will complete two baseline projects in D&T and FP&N. Pupils will study core theory enabling them to complete practical lessons safely. Pupils will learn workshop and kitchen safety whilst making a variety of products such as apple crumble and a desk tidy. During the Spring and Summer term, pupils will begin to further develop their knowledge and skills in FP&N by completing a project focused around healthy eating, they will also develop their computer aided design and manufacturing skills by completing a clock project.

Year 8

In Year 8 pupils will continue to develop their skills in the workshop and kitchen by completing a term long project in each discipline. Pupils will participate in three projects; the desk light, sketchbook cover and food provenance. The desk light project is based the workshop where pupils work to a brief, designing and producing the final outcome using laser cutter. Food provenance supports pupils understanding of where food comes from and how it gets to our plates. The sketchbook cover is a textiles based project, pupils will begin to develop their embellishment, fabric dying and sewing skills onto a piece of cotton.

Year 9

In Year 9 pupils will design and create a speaker using a range of materials and machines, including developing their soldering skills. The speaker case will be produced using Serif DrawPlus X5 and the laser cutter. In FP&N, pupils develop an understanding of the food choices consumers make; pupils will also continue to develop their practical skills in preparation for Key Stage 4. During the year, pupils will complete a project homework based on formal drawing techniques e.g one point perspective, two point perspective and exploded view.

Extra-Curricular

Technology offers pupils a variety of extra-curricular clubs to attend in each subject area. Pupils are able to develop their skills in depth and apply a more detailed personal touch to their work. Furthermore, pupils are invited to enter 'The Great Ardwick Bake Off' competition that runs in the Spring Term.

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Art in the KS3 curriculum engages, inspires and challenges pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. The projects that pupils cover build upon the GCS assessment objectives and have been designed to challenge pupils to:

1. Develop and refine their ideas explore.
2. Expand their skills and communicate a personal response.
3. Explore core skills in more depth whilst expanding their skill set and knowledge of different materials and media.
4. Analyse and take influence from a variety of artists.

Enhance their creativity. Year 7 In Year 7 pupils will explore the themes of Bizarre Bugs and Wonderful Things. Over the course of the year pupils will develop their skills in a variety of media including drawing using different weights of pencil e.g., B, 2B, 4B and B, watercolours, collage and mono-print. There will be an emphasis on colour theory and the formal elements of drawing such as, form, tone, shape, line and texture. Throughout the projects pupils will be introduced to a variety of artists including Teagan White, A Seguy and Maurice Sendack. Pupils will learn how to analyse and think critically about the work of others and develop opinions about the art they are looking at. Pupils will respond to their project in a personal way showing their creativity. Year 8 In Year 8 Pupils will explore the themes of Smiley Selfies and Cardboard Shoes. Pupils will re-visit core skills in more depth and further these skills by developing textile and sculpture techniques including hand embroidery, applique, 3D cardboard construction and polyprint. Pupils will further their understanding of colour theory and the formal elements of drawing, focusing more in depth on the accuracy of each element. Over the project pupils will be introduced to a variety of artists who work in different styles including Keemo, Lucian Freud, Cathley and Alexander McQueen. Pupils will start to look at why artists create their work and start to develop a more personal approach to their own work. Pupils will further develop their opinions and start to talk about why they have made particular choices in their own work. Pupils will produce a personal response showing their creativity. Year 9 In Year 9 pupils will explore the theme of Mechanics. Throughout the year pupils will start to develop more ownership of their work developing skills of their interest as well as through teacher guidance. Pupils continue to deepen their understanding of key skills including drawing, watercolours, print making and design. They will enhance the skill set through using graphics programmes, sewing machines, basic dyeing techniques and typography skills. Pupils will re-visit the fundamentals, including colour theory and the formal elements of drawing. Pupils will draw from both primary and secondary observations. Over the course pupils will be given a variety of artists to explore and make choices related to their skills. Pupils will create a full GCS style project showing they can creatively and personally respond to a brief. Extra-Curricular Art Club; pupils have the opportunity to take part in projects that involve the local community including the Big Draw, which is a nation-wide project aimed at school age children. Pupils are encouraged to pursue their own interests or take part in set activities where provided.

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Set Design; pupils who take part in our productions are encouraged to take part in designing and making the set they are going to be performing on. This includes, making props, designing staging, creating posters, marketing and designing and making the costumes.