



WICKERSLEY  
PARTNERSHIP  
TRUST.

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# TECHNOLOGY

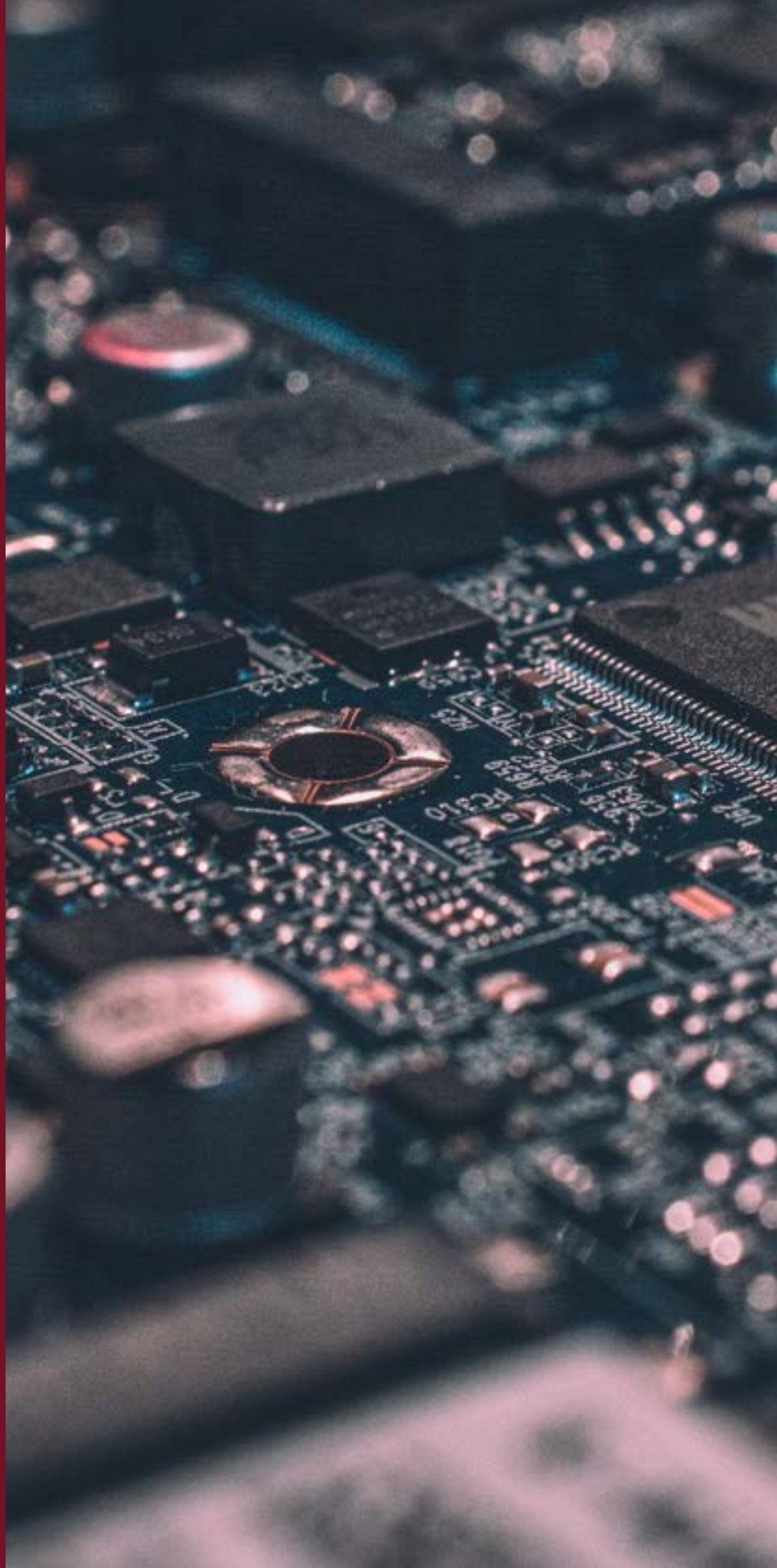
## Curriculum Newsletter

### YEAR 10

#### 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 10 Curriculum

In Year 10, students study specialist Technology units focusing on what they have chosen to study for GCSE level.

During this year students will begin to develop more advanced practical skills relating to:

### Construction

Students learn advanced joinery techniques, electrical installation and painting and decorating. They also learn about the financial, economic, social and cultural benefits and drawbacks of the construction industry.

### Engineering

Students learn a range of machining and hand tool processes, such as brazing, milling, lathe turning and finishing techniques, alongside the technical knowledge relating to Engineering such as materials properties, materials categories and how to interpret technical drawings.

### Product Design

Students learn how to incorporate electronic systems into products, how to interpret technical drawing and how designers design products to meet the needs of users.

### Food and Nutrition

Students will continue to develop their food preparation and cooking skills, alongside in-depth knowledge of the roles within the Catering Industry.

## Assessment Points

Students are assessed each half term to check their understanding of the theory content of the course they are studying alongside their acquisition of manufacturing skills.

### Immerse Yourself

#### STEM Grand Challenges

- Develop skills
- Future career opportunities
- Learn about Technology

#### BBC Bitesize Food & Nutrition

- 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 Food Technology, and prepare for your mock exams.

## Test Your Knowledge with Quizlet...

Quizlet's Y10 Food 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: Careers in Hospitality (Catering)

Have you ever wanted to know what it would be like to work in the hospitality industry? Careers Jersey interviewed two individuals who work within catering to answer your questions on what working in the hospitality industry is really like. Click on their logo to watch the clip now.

## University of Essex - Edge Hotel School

There are so many opportunities available within the Hospitality sector, you can even go to Hotel School and get a degree with experience! Click on the logo to get an introduction to Edge Hotel School, the Events and Hospitality department at the University of Essex.



# 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 10 Careers lessons, students begin to learn about different jobs you could do by studying D&T. There is a focus on the relevance of Design Technology and future career opportunities.

Considering your post 16 options is a big part of those careers lessons. The Design and Technology Association are back with an insight into why it's such an important field and one you can study further. 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 evaluate the success of our outcomes

**We are inquisitive** about how things are made  
We work sensibly and 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

We are resilient and perseverant to master our techniques

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.