

# THE TECHNOLOGIES FACULTY

## Head of Faculty: Miss L Elmes

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The Technologies Faculty comprises the subject areas of Art, Business, IT, Computer Science, Catering, Child Development, Graphics, Resistant Materials and Textiles.

### Aims

To encourage students to develop skills in technology and enterprise through problem solving, innovation and team work. Students will be given the opportunity to show their creativity, imagination and inventiveness through the process of designing and making products using a variety of materials; such as wood, textiles, plastic, food and graphic work. In addition students will be provided with a general foundation of Business knowledge and will be taught a range of ICT programmes and software packages enabling them to develop practical skills that they can then transfer to other subjects across the curriculum. Studying Art enables students to express their creativity.

### Year 7 Course Outline

#### Art

Art in Year 7 concentrates on teaching the fundamentals so students have the necessary skills and techniques to continue throughout school. This allows students to express themselves through the use of good technique.

#### Technology

Technology at KS3 is taught on a carousel so students experience all areas. The emphasis is on basic skills and the importance of health and safety. This is delivered through several activities where students have to research, analyse results and make decisions. They design a range of products, select one to make and gather feedback from their finished practical work and write evaluations.

- **Textiles**—Students design and make several products including: a book cover, fabric postcards and children's toys. They skills on the electric sewing machine as well as hand sewing and decorative techniques.
- **Resistant Materials**—Students use several different tools and construction skills to make a pencil box with a pivoted lid, they are given the opportunity to select different woods and plastic materials as part of their design work.
- **Graphics**—Students are taught techniques including technical drawing. They design a pencil case. They are introduced to the fundamentals of different drawing techniques.

#### Computer Science

This introduces students to coding and programming in a fun way, using Scratch and Python.

#### Information Technology

This show students how to use IT more effectively, including e-safety and the use of databases.