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TECHNOLOGY

YEAR 9 Curriculum Newsletter

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 9 Curriculum

In Year 9, students study three different subject areas within Technology, Construction, Engineering and Product Design. If they opt for the Craft Suite they will study Food and Nutrition.

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

- Construction
- Engineering
- Product Design
- Advanced Food Preparation
- Cooking Skills and Nutrition

They will also study the underpinning technical knowledge relating to:

- Construction
- Engineering
- Product Design
- Cooking Skills and Nutrition

Assessment Points

For the Design and Technology Suite, students are assessed on an ongoing basis against the following criteria, that link directly to the Technology Can Do statements; Research, Solving Problems, Specification, Design Communication, Manufacturing Plans, Mathematical Modelling, Isometric Drawing/CAD Drawing, Manufacturing Knowledge, Manufacturing Skill, Testing and Evaluation.

For the Craft Suite, students are assessed on an ongoing basis against the following criteria, that link directly to the Food and Nutrition Can Do Statements; Macronutrients, Modifying Sensory Properties, Preparations Skills, Cooking Skills, Food Safety and Making Informed Menu Choices.

Immerse Yourself

STEM Grand Challenges

- Develop Skills
- Future Career Opportunities
- Learn About Technology

Licence to Cook

- Learn How to Cook
- Make Informed Decisions
- Healthy Eating Challenges

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.

Apply the Food and Nutrition skills you've learnt in lesson by giving some of these recipes a go at home with Licence to Cook.

There are also a range of revision resources available 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 Y9 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.

To broaden your horizons in Design and Technology, we want you to think globally and explore the famous designs that changed our world. Many different types of engineers and designers will work on a singular project from conception to completion and will have had an interest in design from a young age.



Engineering Stories with the Science Museum Group

Discover how engineers can create amazing innovations that our lives depend upon by harnessing novel ways of thinking about, and manipulating, the world around us. From medical tech to LED lighting, GPS and robots, engineers play a vital role in enhancing our lives. Click on the logo to explore the stories now!

Careers in the Royal Navy - Marine Engineer

Engineering is an incredibly versatile field, with many different disciplines, allowing you to specialise in the area that interests you most. It's also a highly rewarding career with good salaries, job security and excellent job prospects. The Royal Navy have multiple fields available for aspiring engineers and can provide you with the opportunity to see the world whilst doing so. Click on their logo to watch their YouTube short from one of their Marine Engineers now.



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.

Careers in the travel industry have been discussed with students this year, as they have looked at giants of the air, land, and sea. In particular cruise ships have been studied, and the design career that is behind these incredible pieces of construction. Click on the logo below more information on a career in Cruise Ship Design.



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.



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.