

Results of the department from 2024/25:

Key Stage 3 Levels	Year 7 At or above expected target	Year 8 At or above expected target	Year 9 At or above expected target
Ursuline	92%	92%	79%

Key Stage 4
GCSE Design &
Technology

	9 - 7	9 - 5	9 - 4
Ursuline	40%	70%	80%



URSULINE HIGH SCHOOL

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Open Evening 2025



DESIGN and TECHNOLOGY

Head of Department

Mrs Thomas

Why study Design & Technology

Design and Technology is about providing opportunities for students to develop their capability, combining their designing and making skills with knowledge and understanding in order to create quality products. *Design and Technology Association*.

Design and Technology is unique – the sense of achievement students feel upon producing a successful component or final product is an important part of learning.

D&T allows students to combine academic, creative and practical knowledge, with an understanding of aesthetics, social and environmental issues, functions and industrial practices, to achieve a planned outcome that meets a given need and have fun learning.

Our Aims at Ursuline High School

- To set challenging projects with high expectations for all students.
- To offer a variety of approaches to teaching and learning to engage and motivate students and demand their active participation.
- To make students aware of the changes in technology and be able to allow them access to new technologies.
- To enhance students' enjoyment of Design and Technology.
- To embrace Catholic Social Teaching in a practical way – we are focusing on the Stewardship of the Earth.

Teaching & Learning

In Year 7, the students complete several designs and/or make tasks using plastics, card and manufactured board. They will develop the

confidence to use a range of tools and equipment safely to accomplish their project work.

Design and Technology is taught for 1 lesson per week on a half year rotation. The classes are taught in small groups, typically 15, to enable better access to equipment, tools and technical skills. This creates a safe working environment for your daughter to develop a wide range of practical techniques.

Projects and Activities

During KS3 there is a focus on:

- Health and Safety
- Technical 2D and 3D Drawing Skills and Development
- Modelling using hand tools and machinery.
- CAD – 2D Design
- CAM – Laser Cutter/3D Printer
- Modelling and prototyping ideas.
- Manufacture using components, polymers and board.

Students have the opportunity to investigate other areas of Design and Technology including robotics and extended CAD CAM work.

Homework:

This is set each week and will relate to the practical project where possible. It will include some of the following;

- Research into materials and the environment
- Development of ideas (CAD)
- Oracy Preparation
- Extended writing tasks
- Independent Research
- Evaluation

