



FURTHER DETAILS OF OUR TECHNOLOGY FACULTY

CURRICULUM

Art

The Art curriculum aims to help students master skills and techniques across various two and three dimensional media, encouraging them to question the purpose and definition of art. Students learn to express their ideas and opinions through creative processes, making connections between art movements, historical events, and cultural contexts to understand how art influences society and contributes to cultural memory.

KS3 (Years 7-9)

- **Focus:** Developing foundational skills in visual elements (tone, line, colour, pattern, etc.) and understanding art principles through practical work and theoretical study.
- **Approach:** Mixed-ability classes with one lesson per week. Topics include drawing, painting, sculpture, ceramics, photography, and art history.
- **Assessment:** Teacher assessments, common assessments, and end-of-year exams.
- **Safety & Collaboration:** Emphasis on health and safety, cooperation, and teamwork.

KS4 (AQA GCSE Art and Design 8202 Fine Art)

- **Course Structure:** Two-year course building on KS3 knowledge with opportunities to work across drawing, painting, sculpture, photography, mixed media, etc.
- **Focus:** Developing skills to explore ideas, convey experiences, and respond to personal themes using a variety of techniques and media.
- **Components:** Portfolio (coursework) and Externally Set Assignment (exam project).
- **Progression:** Prepares students for further study at AS and A-level or vocational pathways, maintaining continuity in assessment objectives.

KS4 (AQA GCSE Photography 8206)

- **Areas of Study:** Portraiture, location and studio photography, experimental imagery, installation, documentary photography, photo-journalism, moving images (film, video, animation), and fashion photography.
- **Inspiration Sources:** Historical, contemporary, social, cultural contexts, and client-oriented requirements. Ideas, themes, styles, and genres inspire creative work reflecting personal perspectives.
- **Techniques & Processes: Technical Aspects:** Lighting, viewpoint, aperture, depth of field, shutter speed, enlarger use, chemical/digital processes.
- **Media & Materials:** Film, photographic papers, chemicals (darkroom practices), digital media, graphic media for planning and storyboarding.
- **Components:** Portfolio (coursework) and Externally Set Assignment (exam project).
- **Progression:** Provides a foundation for AS, A-level, and vocational paths.



Purpose:

- Encourage innovation and personal expression through various photography techniques and concepts.
- Build skills for creating, developing, refining, and presenting ideas.

The curriculum encourages creativity, critical thinking, and personal expression, providing a strong foundation for continued art education.

Design & Technology

The curriculum aims to develop pupils' ability to design, make and evaluate which are the key principles of the Design and Technology specifications alongside theory. The curriculum is founded on a deep, broad and balanced pupil experience with extensive opportunities to showcase work and develop through extracurricular activities.

In Design and Technology KS3 pupils (NC Years 7-9) study the following subject areas:

- Food and Nutrition
- Textiles
- Product Design
- Graphic Design

In Year 9, pupils choose their GCSE Options for study at KS4 (NC Years 10/11). In Design and Technology pupils can opt to study the following subjects:

- NCFE L1/2 Technical Award in Food & Cookery
- AQA GCSE Product Design
- AQA GCSE Textiles

Graphics

- Focuses on developing technical drawing skills, typography, rendering, and presentation skills from KS3 to KS4.
- Builds foundational skills such as single-point, two-point perspective, and isometric drawing.
- Students' progress to more complex design tasks, including packaging and product concepts.

Food and Nutrition

- Equips students with practical cooking skills, nutritional knowledge, and food science understanding.
- Promotes healthy eating, sustainability, and cultural diversity awareness.
- At KS4, prepares students for further education or careers related to food science and nutrition.

Product Design & Textiles (KS3 to KS4)

- Develops practical skills, creativity, and understanding of manufacturing and commercial viability.
- Projects include CAD, CAM, electronics, pattern creation, fabric manipulation, and sustainability awareness.
- At KS4, students prepare for AQA Design and Technology exams and coursework, focusing on theory, creativity, and practical outcomes.

The curriculum aims to prepare students for future studies, careers, and independent learning by emphasising creativity, practical skills, environmental consciousness, and cultural awareness.

Y12-13

St Thomas More is part of the Trinity Sixth Form. We currently do not offer a Technology subject. This is an area that could be explored by a successful candidate with the necessary experience and ambition.

Faculty Structure

The role of Faculty for Technology offers the opportunity to build and grow an inclusive and successful department at St Thomas More, offering a breadth of academic and vocational opportunities together with an enrichment offer to foster a love of this curriculum area in our pupils.

Staffing

Faculty Lead	Vacancy
Head of Art	Mrs Kerry Jones
Teacher (Art)	Mrs Nicola Crawford
Assistant Headteacher	Mrs Sophie Barker
Teacher (Food Technology)	Mrs Claire Champion
Teacher (Design & Technology)	Mr Thomas Hughes
Teacher (Textiles)	Mrs Shurma Jaman
Technician	Mr Brian Finney

We are looking to appoint a well-organised person, passionate about their subject and driven to instil a love of Art & Design in our pupils by working collaboratively to embed the department's curriculum across the Academy.

Visits are welcome and should be arranged through the HR/Office Manager, Mrs Stacy Walker.

Faculty Aims:

- To lead by example in all areas of the Technology curriculum
- To ensure there is a positive learning culture within the faculty
- To support and promote whole school policies and procedures
- To track pupil progress
- To monitor behaviour and plan / support intervention
- To attend departmental meetings
- To ensure that risk assessments and Health and Safety regulations are observed.
- To analyse, monitor and improve pupil progress in Technology
- To promote and drive the rewards within the faculty in order to raise aspirations

Facilities

Two fully equipped Art classrooms, two dedicated workshops; a textiles classroom, a fully equipped food technology classroom; an adjacent fully equipped computer room and a classroom with 15 networked PCs on the outer benches plus technician preparation rooms.