MAGDALEN COLLEGE SCHOOL - BRACKLEY

ART & DESIGN TECHNOLOGY FACULTY

Overview

We passionately believe that every student at Magdalen College School should have an enriching experience of Art, Design & Technology, Food and Computer Science, which enables them to achieve their very best. We place great emphasis on delivering relevant and engaging projects that inspire pupils to develop an honest interest in chasing their aspirations within the faculty subjects.

We currently have high numbers of students taking up subjects from the Art Suite, Computer Science Suite and the Design and Technology Suite of subjects. Outcomes are excellent and consistently improving and are the result of a range of strategies to engage students in creative and practical subjects which enhance their love of learning and their understanding of the world around them.

All faculty subjects provide a vital part of every child's education. As well as furnishing their own body of knowledge, they bring together skills and information learned in other areas of the curriculum. We encourage the development of self-reliance, adaptability and initiative in students.

These subjects are popular and successful subjects at Magdalen College School. There is a high take up for GCSE and A level in all subject areas. The team are committed to constantly raising standards and continually review their practice to ensure each child is given the support needed to achieve their potential. This is an exciting opportunity for the successful candidate to work with a team of committed and specialist teachers to continue to move the department forward in terms of curriculum provision and quality of teaching and learning.

The Curriculum

Art

KS3 (Year 7-8)

2 hours of lessons per fortnight following a blended course composed of fine art and creative textiles. Topics covered include creation, landscapes and surrealism encompassing through drawing, painting, print making, photography, textiles, 2D relief and 3D work.

In Year 8 we build on previous knowledge, covering: oceans, culture and architecture.

KS4 (Year 9-11)

Students can elect to study OCR Fine Art or Creative Textiles pathway. Both are engaging and practical, encouraging creativity and problem solving. Fine Art covers an understanding of fine art techniques blended with an understanding of art history while Creative Textiles uses the same concepts but with a focus on fabric and threads.

KS5 (Year 12-13)

Students study AQA Fine Art or Creative Textiles.

Both Art and Creative Textiles are taught in small groups, and there is an emphasis on guided practical work. Students will explore a range of genres. Throughout the course, emphasis is on the student's own creative process, with the aim of defining both a successful portfolio and ideas for a final examination piece. Visits to local and national art exhibitions are woven into the courses to expose students to a range of artists, designers and styles, which they can use or respond to through their own work.

Computer Science

KS3 (Year 7-8)

2 hours of lessons per fortnight following a blended course composed of IT, Computer Science and Digital Literacy. Topics covered include: file management, hardware, history of computing, binary and logic Gates, spreadsheets, computational thinking, visual programming (Scratch), Python, e-safety & IT in the news.

In Year 8 we build on the work from Year 7, adding new topics such as: using a network efficiently, binary logic, databases, working online (including e-safety), data representation, cryptography, computer architecture and networks.

KS4 (Year 9-11):
Students can choose *either*:
GCSE Computer Science (J277)
The GCSE in Computer Science is engaging and practical, encouraging creativity and problem solving. It encourages students to develop their understanding and application of the core concepts in computer science. Students also analyse problems in computational terms and devise creative solutions by designing, writing, testing and evaluating programs.
And / or:
Cambridge Nationals Information Technologies (J808)
The Cambridge National in Information Technologies improves students' knowledge of the digital environment and their confidence with IT. They learn about data management issues, project management and develop practical skills by planning and creating an integrated technological solution to communicate information.
KS5 (Year 12-13): A Level Computer Science (H446)
The A Level Computer Science qualification helps students understand the core academic principles of computer science. Classroom learning is applied to real-world systems during an independent programming project. Our A Level will develop the student's technical understanding and their ability to analyse and solve problems using computational thinking.

Design and Technology

KS3 (Year 7-8)
Core knowledge is covered across all material areas – plastics, metals, timbers, electronics, CAD/CAM, papers and boards.

KS4 (Year 9-11)
Students can elect to study AQA Design & Technology (8552), with either a Graphics or Resistant Materials pathway. Graphics covers theory and practical, using papers and boards while Resistant Materials uses timbers and plastics

KS5 (Year 12-13)
Students study AQA Design & Technology: Product Design (7552) and can personalise their major NEA project as a stepping-stone to the next stage in their career.

Food Studies

KS3 (Year 7-8) Food Studies
Regardless of the previous level of experience, students will learn the essential knowledge of food hygiene and safety, healthy eating, where their food comes from and food science principles. Naturally, practical cooking skills will be taught and recipes include fruit crumble, homemade chicken nuggets, fresh bread, fajitas and many more.

KS4 (Year 9-11) - GCSE Food Preparation and Nutrition
This exciting and contemporary course is designed to motivate students to develop the high level of knowledge, understanding and skills to cook and apply the principles of food science, nutrition and healthy eating. Students learn about improving lives through better knowledge of food, where it comes from and how it affects our bodies. Students will explore a range of ingredients and processes from different culinary traditions (traditional British and international)

to inspire new ideas or modify existing recipes for specific groups. Students will undertake interesting science experiments to explore the function and chemical properties of ingredients to improve their own cooking practice.

Facilities

Art

- In years 7 – 11, students use a suite of rooms on the Waynflete site in the Dashwood Building which is large, light and airy.
- Post-16 students are provided with five studios at the St John's site, including a dedicated print-making room, and a small darkroom for wet photography. Each student has their own work area which enables our students to work uninterrupted on long term large scale works.

Computer Science

- Two well-resourced rooms with networked PCs and a wide range of software, particularly suitable for all years.

Design and Technology

- Workshops - 2 are equipped for multi-media work - (wood, metals and plastics), while a further two workshops are equipment towards modelling and clean work.
- Two computer rooms with networked PCs and a wide range of software, particularly suitable for exam courses
- Two well-resourced Food Studies rooms
- The technician's workshop which is well stocked with a good selection of machinery.

Staff

In addition to the team of 12 teaching staff, the faculty has 3 technicians, providing support in Design Technology, Food and Art.