

ART & TECHNOLOGY FACULTY

Both the school and the faculty are fully committed to the professional development of the individuals within the team and opportunities are provided to ensure this takes place for both ECTs and more experienced colleagues. These include one to one mentoring, in-faculty training, whole school induction, external training and networking opportunities. All team members receive Health and Safety training and DATA accreditation.

The faculty is at the forefront of current educational practice and technological thinking. Our philosophy is, however, based on traditional values, in the belief that technical knowledge and understanding of materials, processes and design are essential in developing students' ability to design and make high quality products. Innovative problem solving is encouraged, creative design is expected. This philosophy and the principles of deep learning are fully integrated into the challenging learning programmes promoted in both departments.

Department staffing comprises eight teachers and three technicians working in a total of 10 specialist rooms and two preparation areas. There are CAM facilities, and a dedicated computer room along with two mobile stations equipped with laptop computers/iPads. The department is forward thinking and continually strives to update the resources provided for students and staff.

The faculty of Art & Technology is an exciting, high energy, vibrant and fast-moving teaching environment. The Design & Technology department delivers the subject areas of: Food, Textiles, Graphics and Resistant Materials. There is a long established team that help and support each other, working together with a shared purpose and common goals. The team rooms in each department are equipped with fridge, tea/coffee-making equipment and are frequently the venues for plenty of social and professional discussions in a relatively relaxed atmosphere. Through these informal discussions and the formal faculty meetings, we jointly develop our strategies and plan our curriculum with all team members contributing to policy and the creation of new resources.

All students study Technology up to the end of year 9. Years 7 - 9 receive a total of four hours per fortnight. Students wishing to study Design Technology and/or Food Preparation and Nutrition in years 10 and 11 follow a learning programme of five hours per fortnight in each of their chosen subjects. A-level studies are well established and popular in Product Design, Fashion & Textiles and Level 3 Food Science and Nutrition.

Many students participate in extra-curricular activities offered by departmental staff. We have enjoyed considerable success in local, regional and national project competitions including: Cook of the Year; Young Engineer; Chelmsford Engineering Society; Go4SET and Rampaging Chariots. These activities offer opportunities to build relationships with students, challenging them technologically and allowing staff to develop and channel their learning and understanding.

Our vision is - Excellence in the Science of Industrial Arts.

Our aims are to:

- promote and encourage learning through the use of relevant technologies including multimedia and e-learning tools
- challenge our students to apply their knowledge through problem solving design
- develop student lead integrated design solutions which present; form, function, innovation and creativity in harmony
- facilitate production of high quality products using personalised active and deep learning techniques.

The Governing Body is committed to safeguarding our students against radicalisation and extremism and promoting the welfare of children and young people, and expects all staff and volunteers to share this commitment.