



Dear Parent/Guardian,

Design Technology - Information for Key Stage 3 Parents - November 2024

In recent years we have been planning and reshaping the Design and Technology curriculum for teaching at Key Stage 3. Students now have two rotations of Design and Technology in Years 7, 8 and 9, with the second rotation being called Product Design. The aim is to provide students with an exciting range of designing and making experiences. The projects are focused to meet the requirements of the National Curriculum, but also to develop creative thought processes, sound design and problem solving skills, and practical confidence, all of which will benefit students in GCSE D&T and far beyond.

Year 7 students will complete the Wind Chime Project in D&T, and technical drawing and the new 3D printed Fidget Spinner Project in Product Design. Both of these courses will expose students to a huge range of skills, processes and materials, giving them an exciting introduction to the subject. Health and safety, creative and 3D thinking, client considerations and developing a passion for designing and making are the core skills we are focusing on.

In Year 8 students will look at pewter casting, traditional electronic circuits and programmable electronics in Design and Technology, while in Product Design they will be designing and making a denim drawstring bag with felt applique for decoration. There is considerable practical time for both of these courses and we are confident students will find these projects highly engaging. Our aim in Year 8 is to build on the skills developed in Year 7, while enabling students to see how a broad range of design and practical skills can be incorporated and complement each other.

In Year 9, the Design and Technology project has changed due to student preference. Students now design and make a small wooden box where the student decides what the box will be used for and designs for this need. In Product Design the skill areas being addressed are 3D thinking, graphical communication and modelling which are all highly valued at GCSE level, linked to Maths and develop practical problem solving skills.

Due to the cost of delivering this broad interactive curriculum, we are asking for a contribution of £6.00 per student per year, while students are at Key Stage 3. This is slightly cheaper than last year due to more affordable projects and new suppliers. This contribution only covers the consumables used by the students, and all students are encouraged to take their completed projects home for you to see. If your child is entitled to the Pupil Premium Grant their contribution can be covered.

Methods of payment are as follows:

- Please pay by credit or debit card via the school website
- To do this you should go to <http://langtreeschool.com> and click on the 'SCOPAY' icon on the front page. If you don't have your pupil link code, please contact the school's finance team who can give you the code.
- If you have any queries or difficulties with payment, please contact the finance office at: finance@langtreeschool.com

We are excited to be able to offer this range of engaging learning opportunities to the students. If you have any enquiries please let me know and I will be happy to answer your questions. Thank you in advance for your support.

Yours sincerely

Mr P Sinnamon

Design and Technology - Team Leader

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