Pershore High School

Technology @Pershore High School

Intent:

We passionately believe in creating and delivering a stimulating curriculum, principally built around practical experiences where pupils explore a range of materials, tools, equipment and methods. We want students to have the opportunity to explore topics (such as nutrition) that they can apply outside of the classroom, enabling them to be healthy, sustainable and conscientious people.

We encourage students to take responsibility for their learning, whilst also encouraging them to take creative risks. STEAM opportunities are provided including clubs and regional/national events/visits and competitions, allowing students to apply learning outside of the classroom, in collaboration with a wider peer group.

Implementation:

Our teaching approaches are designed to be practical and hands-on, encouraging students to take an active role in their own learning. The Technology curriculum is organised into a series of themed based learning experiences, supporting students to develop relevant knowledge and skills. Through provision mapping, teaching staff identify prior learning directing appropriate teaching methods. Projects are designed to progress from core requirement onwards, being attainable for all, through setting clear achievable expectations to encourage all pupils to aspire in making the most of enrichment opportunities.
Students are exposed to a range of materials and equipment, including workshops, online resources, interactive tools such as CAD/CAM software and robots responding to external stimuli.
Gifted Technology students are not necessarily defined by Maths, Science sets nor do their outcomes benefit from being grouped by SEND, PP, or gender.
KS3 groups are a blend of SEN, PP, Gender, KS2 performance data whilst acknowledging and minimising groupings that are detrimental to best learning.
A strong emphasis is placed upon collaboration encouraging pupils to work collaboratively deepening their teamwork, communication, and project management skills.

Impact:

Our Technology curriculum aims to have a positive impact on students in a range of different ways, including:

- Confident broad, balanced thinkers (innovators) encouraging curiosity, with pupils asking, ‘what if?’
- Providing the knowledge and practical skills necessary to bring ideas to life.
- Enabling pupils to create high quality, desirable products.
- Making productive mistakes, encouraging students to be proud of their ambition and recognising the positives gained from their experiences.
- Fostering an appreciation of the role of design and technology in society and encouraging students to think critically about the impact of technology on the world around them.
- Providing opportunities for students to develop their independence and ability to work successfully as a team member, being an effective communicator of ideas.