Oxford Spires Academy
Design and Technology

Design and Technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts considering their own and others' needs, wants and values. Students acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art.

Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens.

Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

KS3

Pupils in KS3 have the opportunity to access all areas of the technology curriculum through a carousel system. The carousel system provides access to gain experience with materials technology, electronics, mechanism and food providing them with the experience to make informed decisions when choosing their options in Year 9

KS4

KS4 offers pupils the opportunity to choose Design and Technology GCSE, Hospitality and Catering Level 2 and Engineering Level 1 as an option subject.

The department has successfully seen a rise year on year in student attainment and as a result the subject has seen more students choosing the qualifications we offer in Year 9

KS5

At KS5 pupils who want to continue with Design and Technology, after taking it as a GCSE, can now further develop their capability by taking it as an A Level. After building the subject up in the school, we are currently very excited about taking our first students through to their June A Level exams in 2021.

The Oxford Spires Academy Design and Technology department aims to provide a safe learning environment where pupils can develop confidence, self-esteem and are encouraged to take risks. The curriculum is designed to develop creative, technical and practical expertise through design and make tasks (DMTs) and practical tasks.

DMTs allow you to practice the process of designing, through research and development, evaluation, experimentation, modelling and making in a variety of materials. Practical tasks teach you specific processes and techniques to help with making quality products. At OSA DTMs and practical tasks are carefully planned out throughout KS3 and onwards to ensure pupils have the necessary requirements to fully access the GCSE course.

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"I really enjoy the way that DT is not only creative but you get to make a real product at the end of the process. I have also found that the cross curricular links have helped me in science and Maths"
- Maria Miguel

"I have thoroughly enjoyed all of my time in DT and learnt a great deal. It has been a lot of fun and at the same time educational, which is why I have decided to take it as an A Level" *- Noor Khan*

At OSA we pride ourselves at getting the very best out of our students and provide them with the opportunity to design and manufacture high quality products in a well-resourced department. This is achieved by teaching students, from the ground up, traditional manufacturing techniques in wood, metal, plastic and electronics and then combining these with modern processes to achieve stunning outcomes that meet the requirements of the examination boards contextual challenges at GCSE and A level.

Any of the subjects taken, within the Design and Technology faculty, are a valuable addition to a student's qualifications, especially with their cross curricular links and being able to support high level problem solving skills.