

Faculty Homework Policy

Faculty name: Design and Technology

Rationale for homework at KS3:

Homework within technology is set to support students with learning the theoretical knowledge, and key concepts required to progress within the subject. The department believes that the setting of a variety of activities that embed and deepen students understanding of knowledge taught in the lesson will enable students of all abilities to progress more rapidly.

The types of homework tasks that will be set and frequency

Pupils will receive two pieces of homework across all technology areas over the two-week timetable dependent on when their technology lesson falls in the week.

KS3 homework will consist of a variety of activities including the following:

- 'Spell it' activities where they will be expected to learn key vocabulary used within the subject.
- Researching tasks to allow them to develop their reading skills and select relevant information from text.
- Design tasks to enable them to practise their drawing skills based on a given topic.
- 'Apply it' tasks where they will apply what they have learnt in lesson to real life contexts.
- 'Retrieve it'- quizzes to enhance their long term memory of subject content.

Rationale for homework at KS4:

All technology subjects at KS4 include three areas, practical work, theoretical knowledge for the examination, theoretical knowledge and research and design/development of ideas for the controlled assessment. In order to develop students independence, creativity and long term memory the department believes the regular setting of homework linked to this area will prepare students for lessons, deepen their understanding of lessons taught as well as enable them to prepare for life post 16 and further see the links with the world they live in.

Homework

The types of homework tasks that will be set and frequency:

Pupils will be set homework each week at KS4 and will consist of a variety of activities such as:

- 'Retrieve it' tasks- Memory retrieval tasks such a short quick quizzes and longer exam questions from past papers
- 'Practise it' tasks to support learning taught in lesson and develop pupils long term retention of the knowledge gained.
- 'Practise it'- In hospitality and catering pupils will be expected to practise the skills taught in class especially basic knife skills, use of the cooker and develop their independence when using a variety of cooking methods in order to become confident cooks. In Design Technology they will be expected to practise their design skills such as orthographic and perspective drawings.
- Research activities pupils will be expected to research key topics, make notes and apply it to their controlled assessments
- 'Apply it' tasks where they will apply what they have learnt in lesson to real life contexts.
- 'Retrieve it' **revision** tasks – Student will be directed to relevant resources such as GCSE Pod, BBC Bitesize, Revision guides and powerpoints and encouraged to produce mind maps, revision cards and other resources to support their learning.

