

KS4 Technology Challenge

A Business & Education South Yorkshire Case Study



Description	Doncaster Technology Challenge
KS and Subject	KS4 Textiles
Businesses involved and Industry sector	John Smedley Ltd – Textile manufacturing sector
Purpose and outcomes for young people / teachers	<p>Focussed on the D&T core curriculum and developed to stimulate interest in design and technology and introduction to the world of work.</p> <p>Enhances team working and problem solving skills and promotes several others including practical, presentation, IT, application of science, literacy & numeracy.</p> <p>It also gives teachers the opportunity to develop their knowledge and understanding of current business practices in the textile manufacturing industry.</p> <p>It enables the teachers to share professional good practice with other D&T professionals.</p> <p>It helps provide schools with links to the local business world which will, hopefully, continue to be nurtured.</p>
Schools and students involved	n/a

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<p>Business Benefits</p>	<p>It provides opportunities for the professional development of the company's junior managers to increase their confidence and improve their communication & presentation skills in a relatively low risk environment.</p> <p>It raises their own business's profile within the community.</p> <p>The creativity of students and teachers generates ideas which can sometimes be developed by the business for future products.</p> <p>It helps to address the Company's Corporate Social Responsibility strategy</p>
<p>Areas covered in QCA WRL framework for all at KS4</p>	<ul style="list-style-type: none"> 1- Development of skills for employability and enterprise 2- Awareness of employment opportunities 3- Contact with personnel from business 4- Experience of understanding of work 8- Use of work contexts for learning 9- Experience of problem solving and application and application of knowledge in business contexts