



D&T Scholarship (16+)

What are we looking for in a scholar?

Design & Technology scholars will show a strong interest in exploring design principles, materials and innovative solutions, beyond the classroom. Their commitment to the subject is reflected in their willingness to engage with challenges, learn from their mistakes and develop their creative and technical skills. They are supported in becoming curious, resilient learners who think critically, take risks in their design work and actively contribute to the identity and values of the Design & Technology Department.

Potential Design & Technology scholars will:

- be an active designer outside of the classroom, participating in competitions, clubs and independent projects
- demonstrate a growing engagement with Design & Technology through both classroom projects and involvement in related activities beyond the curriculum
- be a passionate designer, eager to challenge themselves at every opportunity
- adopt an active approach to enhancing their subject knowledge by attending exhibitions, practical workshops and / or completing online courses
- work collaboratively and independently
- possess exceptional creative promise and enthusiasm for Design & Technology

What does a scholar enjoy?

- benefit from an enrichment programme of cultural visits and masterclasses
- viewed as an ambassador for Design & Technology
- entrepreneurial opportunities
- taking part in a full and active extra-curricular programme by attending a variety of clubs including a Furniture Making Scholars Club
- curating exhibitions and displays around the school
- mentoring students in the younger years

Expectations of a scholar

- study Product Design at A Level
- attend and / or lead Design & Technology clubs and events, including the School's Open Day
- enter competitions such as the TeenTech Awards and Starpack
- support the Head of Design & Technology in creating publications of events, guest visits, trips and success stories
- curate their work as part of exhibitions
- meet regularly with the Head of Design & Technology to appraise progress and plan future experiences

Selection and assessment procedure

All candidates are required to submit an application form and return this by the date stated on the form. Application forms are available in the Scholarships section of the school website.

Portfolio

Candidates at both 13+ and 16+ must submit a **digital** portfolio, which should consist of the following:

- a sketchbook of independent work, which has not been completed in school – this can contain images of anything the candidate is passionate about - furniture, architecture, toys, hobbies, etc.
- 3 pieces of design work that demonstrate a variety of media – could include Computer Aided Design imagery, marker rendering, modelling, etc. (may be part of a school project completed at GCSE)
- up to 5 other pieces of work – either additional design work or a physical product that demonstrates practical skills

To create your portfolio you should photograph your work and add your photographs to a PowerPoint.

Assessment Day 16+

Skills Assessment

Candidates will complete a 60-minute timed practical exercise to test manual dexterity skill, in which candidates will produce a wood joint. They will work to a technical drawing and be judged on their accuracy and quality of finish.

Interview

Candidates will then be interviewed, providing opportunity to converse the following:

- discuss and evaluate their prior use of processes and materials
- show knowledge of past and present designers
- explain the rationale behind their portfolio work
- discuss any exhibitions, trips or competitions they may have been involved in
- work produced in skills assessment will also be discussed
- evaluate the work produced in the skills assessment

Details of the Scholarship Programme, together with schedules and application forms are available in the Scholarships section of the school website www.shsk.org.uk.