Design Technology homework policy

Homework is an important part of the learning process in design technology, as it raises student achievement, and its role is to encourage all students to become responsible and independent learners. The main purpose of homework is to consolidate and reinforce understanding gained in lessons and to extend student learning as well as provide opportunities for students to prepare for new learning. It is therefore essential that it is completed as well as if students were in the lesson.

Homework may include any of the following activities:

- practical exercises
- research and theory assignments
- reading
- reinforcing understanding gained in lessons by working through examples
- extending tasks begun in lessons
- learning/revising
- using quizlet and/or BBC Bitesize

The following strategies maybe helpful for those students who are unable to access their homework:

- Click on QR codes or clickable links to gain access to help videos
- Departmental 'drop in' sessions at lunchtime on a Tuesday for KS4 and Wednesday for KS3

Homework for KS3 is expected to take half an hour per fortnight and between 1 – 2 hours per fortnight for KS4. Students need to speak to their class teacher in the first instance if homework is taking longer to complete in order to be given support.

At KS3 3 pieces of homework will be set each rotation and at KS4 homework will be set fortnightly. All homework will be placed on SIMS and Google classroom.

Feedback will take a variety of methods including peer and self-assessment, verbal communication and/or written comments from the teacher. Extensive homework and projects may be graded against the course assessment criteria.

Commitment to homework will form part of the assessment judgement when teachers are assessing and reporting to parents/carers.