



Job description - Teacher of Design Technology (Textiles)

Main Purpose	To teach all classes allocated by the Head of Department to a high standard and to help in the development of Design Technology in the school
Responsible to	Head of Department
Responsible for	High levels of teaching, learning and assessment in all classes taught.

Key areas

Routine tasks

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|---------------------------------|---|
| 1 Results/Outcomes | <ul style="list-style-type: none">• Delivering high standards in relation to prior and expected attainment by students• Showing progress of students over a lesson or series of lessons |
| 2 Subject Knowledge | <ul style="list-style-type: none">• Possessing an up-to-date understanding of teaching and learning in Design Technology |
| 3 Lesson Planning | <ul style="list-style-type: none">• Planning clearly and systematically in order to build on current and previous attainment of students |
| 4 Marking and Assessment | <ul style="list-style-type: none">• Marking books regularly and marking formal assessments promptly, in line with whole school expectations• Setting challenging targets for student improvement |
| 5 Personal Development | <ul style="list-style-type: none">• Willing to increase knowledge and skills and to reflect continually on practice and improve |

The Academy is committed to safeguarding and promoting the welfare of students. All staff and volunteers must abide by the Academy's Safeguarding policies, and to recognise that safeguarding is *everyone's* responsibility.

May 2024

