

# DESIGN & TECHNOLOGY ASSOCIATION



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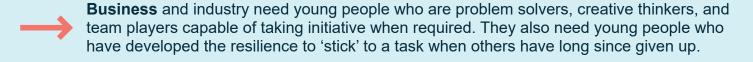
## **School Business Partnership**

'Unlock Education-Industry Synergy: Join Our Initiative to Inspire the Next Generation of creatives, Innovators and Problem Solvers!'

#### **Desired outcomes**

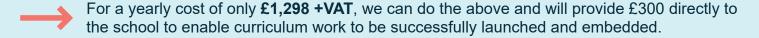


**Schools** want their curriculum offer to have real context and meaning. This creates more profound levels of student engagement, which, in turn, produces better learning and progress.



#### **Our Solution**

For a yearly cost of only £998 +VAT, we will connect your business to one school (primary or secondary). The objective is to build a curriculum connection that will last. One where your business experience and expertise can help inspire and inform the workforce of the future.



#### **How it works**

We talk with you to identify how much (or how little) time you and your staff realistically have to spend on this connection. We identify the skills and expertise that you possess and that schools desperately need. We then talk to schools and match you with a school that is excited by what you are willing to offer.

But we don't stop there! We help you set the initiative up and then stick with it, allowing you to build a body of work with the school that will benefit students for years to come.

We are seeking the first twenty business partners to help us create case studies that will promote the success of this campaign to others nationally.

Contact membership@designtechnology.org.uk now, and let us help you build a community initiative you can be proud to shout about.

### Making your School Business Partnership work

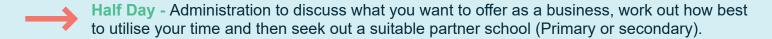
#### Possible projects to run with schools (please select one):

- Teachers in Residence (A one to three-day teacher placement in your business, see designtechnology.org.uk/for-partners/blueprint-1000/teachers-in-residence/
- A talk or assembly held by designers/engineers in the school with an identified year group or group of students.
- A half-day or full-day workshop event organised to take place with a group of students with industry engagement.
- Student/teacher visit(s) to see a design studio in action.
- Designer/engineer mentors connect with students via Zoom (in a safeguarded environment) to act as mentors on a design project.
- The business preparing and delivering a Masterclass for students on an agreed topic, rendering, use of CAD, modelmaking, how to sketch initial ideas, the importance of empathy, material science input, etc.

## Or, if you are short on time but still want to help create education impact, our lightest touch possible:

• Donate a percentage of your joining fee to a funding pool allowing the Association to run heavily reduced-price professional development for teachers – Visibly sponsored by your business.

Your membership payment to the Association effectively covers our use of staff time to help get your partnership up and running with an allocation of Design and Technology Association staff time allocated as follows:

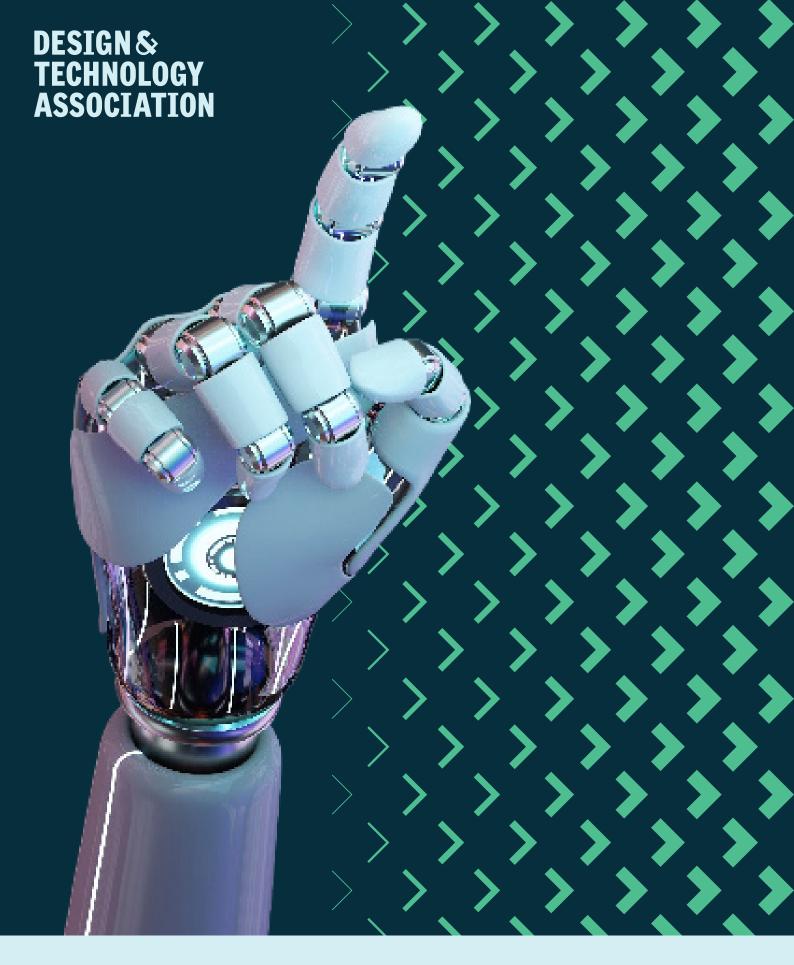


Half Day - Curriculum staff time to help you shape the offer to your selected school, liaising with the school staff where required to ensure curriculum fit.

Half Day - Ongoing admin/curriculum time over the years membership to maintain the partnership and ensure success.

Please note that should the proposed work entail a more profound engagement than that cited above, the project will need to move to our Blueprint 1000 initiative at additional cost blueprint1000.org.uk

All partners will receive a digital branded badge on the successful setup of their chosen work, which demonstrates your company's support for design & technology education.





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