## **D&T CEIAG - ACO**







Website	CAREERS	Advice
Tasty Careers	Hospitality Careers	Why study Design and
Young Furniture Makers	Where can Design and	<u>Technology?</u>
The Design & Technology	Technology take you?	Why should I study Design?
<u>Association</u>	Technology Careers	How to become a Food
Tomorrow's Engineers	Jobs in Technology	<u>Technologist</u>
Agriculture & Food Careers	Design Engineering	
Institute of Hospitality	Careers in Food	
Maritime UK		

# My Learning, My Future

My Learning, My Future is a suite of resources that has been developed in partnership with The Careers & Enterprise Company and Skills Builder to help you speak confidently about careers related to your subject as well as the various pathways and skills needed by employers.

- Why study D&T; Graphics?
- Essential skills
- Careers in the Curriculum
- Pathways

D&T Food Nutrition



https://resources.careersandenterprise.co.uk/sites/default/files/2021-02/1438 My%20Learning%20My%20Future Design Technology-

Final.pdfhttps://resources.careersandenterprise.co.uk/resources/my-learning-my-future-food-and-nutritionhttps://resources.careersandenterprise.co.uk/resources/my-learning-my-future-graphics

## **D&T CEIAG - ACO**

5 minute Career Videos



























https://youtu.be/Yedk-HU9wdw https://youtu.be/GSBWSBNICMk https://youtu.be/jjKO2FFEZ68 https://youtu.be/hzD35tTCN24 https://youtu.be/KSxEm4\_-UWQ https://youtu.be/vYPmD3mOcuY https://youtu.be/xTYIY894k8g https://youtu.be/hvTWdKB1YxQ https://youtu.be/LdzOwEDh7 U https://youtu.be/pKo-hx6fJac

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Food Science - Is it for you?



Getting a job in the creative industry

https://youtu.be/JYinFmtXG4Q

https://youtu.be/ArnhItrVuFM





## **ADVERTISING & MARKETING**

Almost 200,000 people work in Advertising & Marketing in the UK. Jobs increased by a third between 2011 and 2016!



#### **ART & DESIGN**

Over half a million people work as artists, designers, performers, musicians and craftspeople. More than half of artists in the UK have a degree compared with a quarter of the whole population.



#### CONSTRUCTION

With almost 300,000 business trading in construction, this sector accounts for 7% of all employment in the UK. That's 2.3 million jobs!4



#### **ENGINEERING**

The proportion of young engineers has dropped over the last decade. This means there will be high demand for younger workers in the years to come!



#### IT & THE INTERNET

People with qualifications in Information Technology have one of the highest rates of employment in the UK.



#### **MANUFACTURING**

The manufacturing sector employs around 3 million people and accounts for 9% of employment in the UK. That's a lot of jobs!



#### **SCIENCE & RESEARCH**

Between 2016 and 2023, jobs in science and research will grow at twice the rate of other industries, creating 142,000 new jobs. 1 in every 6 jobs will be in science and research.



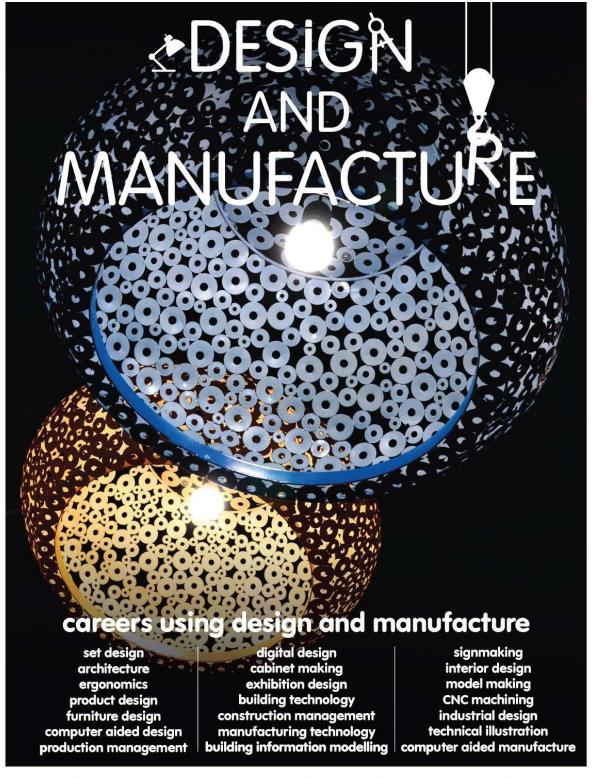




Visit successatschool.org to learn more















# 5 WORK-SKILLS-DESIGN&TECHNOLOGY WILL GIVE YOU



# PROBLEM SOLVING



In school: The reason we design things is to solve problems. It's at the heart of everything you'll do in your design and technology lessons. You'll learn how to come up with innovative solutions to the problems you identify.

# METHODICAL THINKING

In school: You'll learn about the design process and all the steps involved. This includes carrying out research to define the need for a product, creating a design proposal and a prototype. You need to think methodically to ensure you produce user-centred designs.



# **CREATIVITY**



In school: To innovate you have to be creative. It's an important part of the design process and it's something you'll be encouraged to do during your studies. You have to be creative with existing designs as well as to come up with pow ideas.

## IT



In school: You'll be using digital tools throughout the design process. You'll also learn how to work with some of the IT tools used in the design industry. This includes computer-aided design (CAD). You'll also learn about computer-aided manufacture (CAM) and virtual modelling.



# success of school steps

Visit successatschool.org to learn more.

# **TEAMWORK**



In school: Many of the projects you work on at school will be in small groups. You'll learn how to discuss ideas and find the best ways to solve a design problem. Then you'll work together to create a design and/or prototype.