

# Blurred Lines

An abstract graphic featuring a series of blurred, wavy lines in shades of blue and white, set against a dark background. The lines appear to be moving or vibrating, creating a sense of motion and depth. The overall effect is reminiscent of a starburst or a light trail.

Redesigning my junior curriculum - a journey



# Who am I?

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- Jan Garbutt
- HoD Technology at Hastings Girls' High School
- BDES from Victoria University
- Master of Applied Practice (the multiage technology class)
- I am a DVC specialist but I teach across the technologies
- I'm a maker





And now for the  
questions you never  
knew you wanted the  
answers to...

Is a hotdog a sandwich?



Do straws have two  
holes or one?



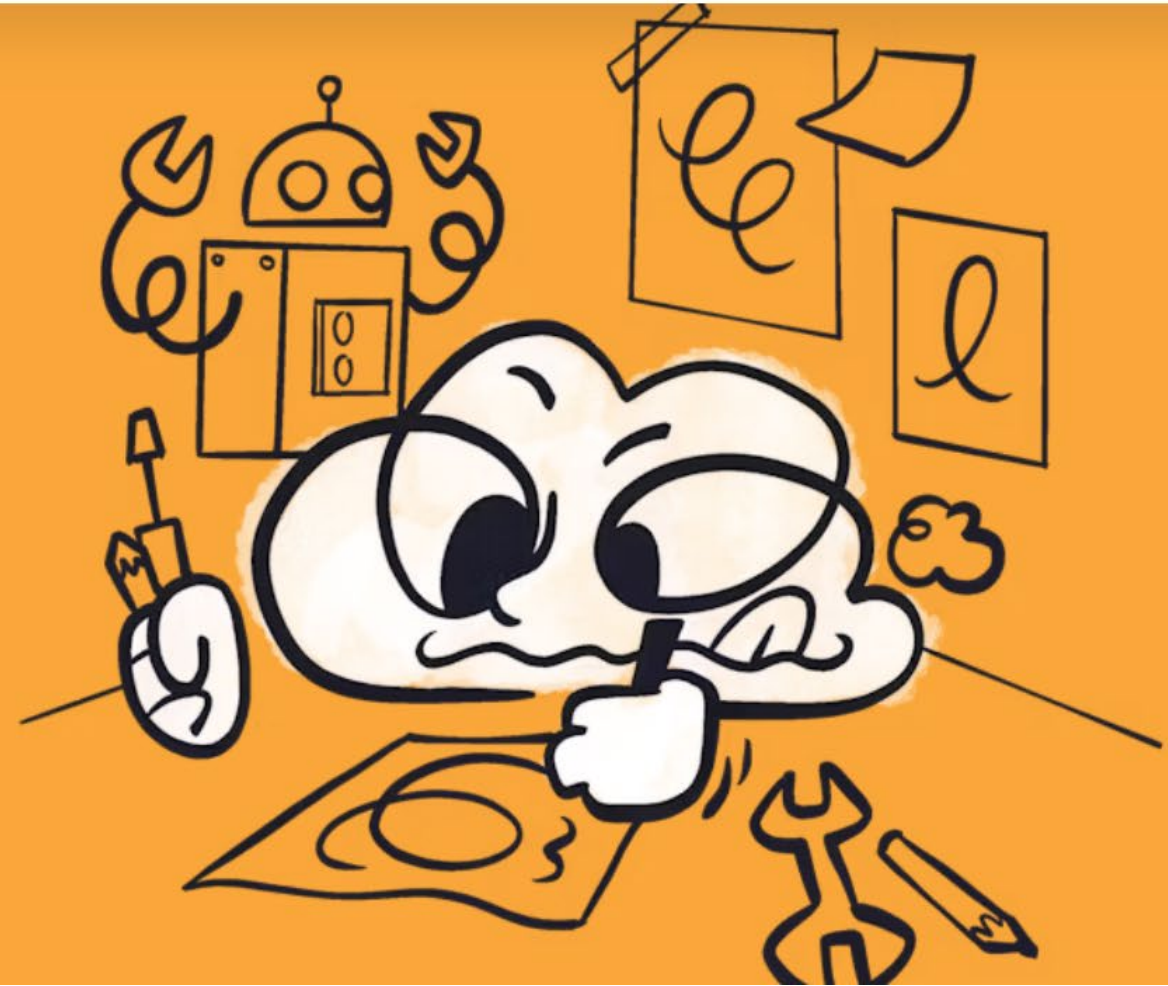
Is cereal a soup?

Since tomatoes are technically fruits, does that make ketchup jam?



# Unleash Creativity

We have created a bank of free online resources suitable for anyone looking to introduce creativity, critical thinking and problem solving into their learning space. Access flexible lesson plans, learn about our partner companies and create a link between teaching essential skills in the classroom with stepping onto the path to a successful career in the future.



<https://daydreambelievers.co.uk/resources/>





daydream  
believers

THE GLASGOW  
SCHOOL OF ART

# Something From Nothing

1



So why Blurred  
Lines?


Our junior program is run through a 'hub' system. Students select their hub based on their interest/passions. Separate to this we have the junior elective program. The technology curriculum features in both of these programs.

**HUB FOCAL AREA**  
The lens through which the junior curriculum is taught

The core subjects - learning is linked to the lens

Year 9  
Electives: 8  
electives  
across the year  
- 2 per term

Year 10 Electives:  
2 electives - full  
year




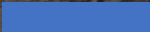
# So the first part of my blurred line plan

Blur the lines between  
the 'technologies'

## Goals:

- Have courses that encourage students to see the connections
- Bring technologies together





What do you do/have in your classroom? What do you have available to you?

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What can you do with the things you have?






How do you blur the lines between the technology areas in your classroom?


What would you LIKE to have available to you?

What can you access?



# Getting hands on

<p>Tools and what I have used them for in my classroom</p>					
<p>Exploration</p>	<ul style="list-style-type: none"> <li>• Plastic bending</li> <li>• Laminating timber</li> <li>• Plastic forming</li> <li>• Scroll saws</li> </ul>	<ul style="list-style-type: none"> <li>• Stitching fluid lines</li> <li>• Creation of holes/openings/patterns</li> <li>• Joining materials</li> </ul>	<ul style="list-style-type: none"> <li>• 3D forms</li> </ul>	<ul style="list-style-type: none"> <li>• Mock up and model <u>making</u></li> <li>• Engraving and cutting from scanned images</li> <li>• Links and Joints</li> </ul>	<ul style="list-style-type: none"> <li>• Stickers</li> <li>• Learning about positives and negatives</li> <li>• Collage and layering – creating patterns</li> </ul>
<p>Outcomes</p>	<ul style="list-style-type: none"> <li>• Laminated vase</li> <li>• <u>Lipbalm</u> containers</li> <li>• Vacuum formed Chocolate and candle moulds</li> </ul>	<ul style="list-style-type: none"> <li>• Hammock Chair</li> <li>• Tote bag</li> </ul>	<ul style="list-style-type: none"> <li>• Solid forms for chocolate moulds</li> <li>• Jewellery items</li> </ul>	<ul style="list-style-type: none"> <li>• Who am I cultural <u>icon</u></li> <li>• Coasters and box</li> </ul>	<ul style="list-style-type: none"> <li>• Printed fabric for <u>tote</u> bag and hammock chair designs</li> <li>• Logo stickers</li> </ul>



So the  
second  
part of my  
blurred  
line plan

Linking the elective  
program to the hub  
focus areas

Goals:

- Connecting learning to hub focus

My Plan so far...  
 it's still a work in progress - and it is always evolving

	Term 1	Term 2	Term 3	Term 4
	Connect to Technology	Connect technology to focus areas	Focus	Focus – culminating presentation
Play	AI Project	Design a 'pod' for you: 3D modelling – physical and <u>digital</u>		
	Cupcake container			
Bravery	Learning to be brave - cupcake project			Choice based project
Observation	Sketching			
Use imagination			Smile, Breathe, Live Product	
Develop Skills	Design Process	Design Process Illustrator – for vinyl cutter		
	Sketching			
Communicate		Logo design for hub focus		
Evaluate and review		Compare designs across same hubs		
Links to the world		Design a 'pod' for you - Explore buildings designed for activities around the hub focus	Product designers	





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How does this play  
into senior courses?

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Goals:

- Students understand the overlaps between specialist areas
- Students can transfer common knowledge between areas