



## NEWS RELEASE

For immediate release: 8 May 2018

# V&A announces a new KS3 programme for every school in England to champion Design and Technology

- *V&A Innovate* aims to equip children with key Design and Technology skills
- A new teaching hub with free, downloadable resources for teachers available today
- First details announced of the *V&A National School Challenge*

Today, the V&A launches its most ambitious ever schools programme, *V&A Innovate*, to champion Design and Technology (D&T) as an essential subject and exciting career pathway. Available to every school in England, *V&A Innovate* introduces key stage 3 (KS3) students to core design principles used in industry to support teachers and prepare students for the new D&T GCSE.

Grounded in the V&A's world-leading collections, exhibition research and cutting-edge industry practice, *V&A Innovate* has been created with teachers and designers to equip young people at KS3 level with the confidence and skills to develop solutions for real-world issues. Designed to be as flexible as possible, *V&A Innovate* can be delivered over one term, in an after-school club, over a few weeks, or intensively over one day.

Available from today, teachers are encouraged to access the V&A's new online resource hub, featuring free, downloadable resources and to sign-up to a new *V&A National Schools Challenge*, which opens September 2019. Key features include toolkits, animated video guides, and a range of activities to bring the challenge to life in the classroom and unlock the creative potential of the next generation of designers, makers and creatives.

To showcase the breath, diversity and relevance of D&T, a series of interviews with contemporary designers and makers on their practice are included in the programme resources. Professional Development training will be also available for teachers through workshops delivered nationally by V&A Learning practitioners, designers and creatives.

Part of the *V&A Innovate* programme, the *V&A National Schools Challenge* invites KS3 students in state funded education to submit their projects – from September onwards – with the chance to have them showcased at a special awards day hosted at the V&A in early 2020. Finalists will be invited to pitch their ideas to a panel of judges who include some of the most high-profile creatives and designers in fashion, sustainability, manufacturing, art and design.

*V&A Innovate* 2019/20 themes are inspired by the V&A's exhibition programme:

- **GO** – How might we give more people the ability to be mobile, and give people and the planet a better chance to breathe? (*Cars: Accelerating the Modern World*)

- **EAT** – How might we ensure that the way we eat is sustainable, and give more people access to affordable and healthy food? (*Food: Bigger than the Plate*)
- **WEAR** – How might we ensure that what we wear is part of building a better world? (*Mary Quant*)

V&A Innovate introduces KS3 students to the design thinking model used by industry. The model includes three stages; **Collect**, focuses on equipping young people to think critically and collaborate through exploration and research of their chosen idea; **Make**, nurtures problem solving skills and building confidence through testing and prototyping; and **Share** guides young people through a series of activities and design processes with suggestions for how to refine and articulate their narrative to help make change happen.

**Dr Helen Charman, Director of Learning and National Programmes at the V&A:**

*“V&A Innovate supports D&T teachers and young people at a pivotal point in their education and showcases their subject as a vital component of a balanced curriculum and exciting career pathway.*

*“With the recent decline in young people taking up arts subjects as GCSEs, we have developed Innovate to inspire secondary school students to continue to study Design and Technology. We know that the subject can open the doors of possibility and encourage young people to become the next generation of designers and makers.*

*“By equipping young people with design-led skills needed for the twenty first century, V&A Innovate delivers on the V&A’s founding mission to be ‘a schoolroom for everyone’ and provides them with an unmissable opportunity to present their ideas to some of the most influential and forward-thinking names in the creative industries.”*

**Linda Hill, Design and Technology Teacher, Coundon Court School in Coventry, said:**

*“It is said that 65% tomorrow’s workers will be employed in jobs that do not exist today; nurturing young people’s agility in creative thinking and problem solving is therefore vital to their and the UK’s future.*

*“At KS3, students are already making key decisions about their future pathways. Engaging them in opportunities to design and model solutions for real life issues to improve the world around them, will be for the benefit of all.*

*“Design and Technology is unique in that it combines technical knowledge with innovative thinking and practical skills to enable students to design solutions that meet a need using a variety of media including digital technologies.”*

To access V&A Innovate’s online resources and to sign up to the V&A National Schools Challenge visit: [vam.ac.uk/innovate](http://vam.ac.uk/innovate)

– ENDS –

For further information about *V&A Innovate* or images, please contact:

Amanda Francis  
EdComs  
amanda.francis@edcoms.co.uk  
+44 (0) 20 7401 4033

Catie Poust  
Press Officer, Families & Learning, V&A  
c.poust@vam.ac.uk  
+44 (0) 20 7 942 26

## NOTES TO EDITORS

1. All the V&A's learning programmes, including *V&A Innovate*, are underpinned by global research into future skills and informed by a range of workforce competency and educational skills frameworks.
2. The V&A was founded out of the Great Exhibition of 1851 – the world's first international display of design and manufacturing – to intrigue and inform designers, students and the public in art and design. In 2017, the V&A refocused its vision back to its founding purpose and launched *V&A DesignLab Nation*; a national educational initiative that brings together schools, industry and regional museums to support the teaching of the Design and Technology GCSE. Devised to complement *V&A DesignLab Nation*, *V&A Innovate* is aimed at key stage 3 students and strengthens the V&A's commitment to educate and inspire the artists, innovators, designers and makers of tomorrow.
3. ***V&A Innovate* timeline:**
  - 8 May 2019 - V&A's online teaching hub goes live
  - 10 July 2019 - Flagship teacher conference on Innovate  
Guest speaker: Amanda Spielman, Chief Inspector of Ofsted
  - 2 September 2019 - V&A Innovate National Schools Challenge opens for entries
  - 13 December 2019 - V&A Innovate National Schools Challenge closes
  - 2 March 2020 - Student finalists invited to showcase their designs to a high-profile judging panel of experts from the creative industries, followed by an awards ceremony