



Creative Technologies

At St James', the Creative Technologies Department inspires students by empowering them with practical skills that combine creativity, craftsmanship, and innovation. Through authentic, hands-on learning across Design and Technology, Visual Arts, and Graphics/Media, students develop both traditional techniques and an understanding of emerging technologies. This approach fosters excellence and prepares students to confidently meet the demands of the modern world.

Vision Statement and Pillars

Vision

Empowering students with practical skills that fuse creativity, craftsmanship, and innovation.

This vision reflects our commitment to preparing students for the demands of the modern world. By combining traditional skills with emerging technologies across Design and Technology, Visual Arts, and Graphics/Media, we create opportunities for authentic, hands-on learning that inspires excellence.



Creative Technologies inspires students to develop craftsmanship, creativity and innovation as they design, make and problem-solve. Students are encouraged to take pride in the quality of their work, think imaginatively, and embrace new ideas and technologies to create purposeful solutions. Through this, they grow as capable, future-focused learners who value skill, originality and continual improvement.

Nathaniel Watts

Head of Creative Technologies

Pillars



Craftsmanship

We develop precision, skill, and pride through hands-on practice that values both tradition and modern techniques.

- **Design and Technology:** Students refine technical skills through woodworking, metalwork and engineering projects.
- **Art:** Students develop mastery of materials, techniques and visual expression.
- **Graphics/Media:** Students gain precision in digital tools, editing and layout, ensuring quality outcomes across mediums. Teachers model high standards and celebrate persistence and refinement.



Creativity

We foster curiosity and imagination, empowering students to explore ideas and express originality.

- **Design and Technology:** Students engage in open-ended design challenges that allow for individual solutions.
- **Art:** Students are encouraged to develop personal style, experiment and convey meaning through visual storytelling.
- **Graphics/Media:** Students produce original concepts in film, design and digital communication. Across all areas, risk-taking, exploration and diverse approaches are encouraged and celebrated.



Innovation

We integrate new technologies with practical skills to create adaptable, future-focused solutions.

- **Design and Technology:** Students apply CAD, CNC machining, and 3D printing to solve practical problems.
- **Art:** Students explore contemporary and digital mediums alongside traditional forms.
- **Graphics/Media:** Students use industry-standard software, emerging technologies, and multimedia platforms to innovate. Students are encouraged to problem-solve and reimagine traditional practices in future-focused ways. Repurposing materials and applying sustainable approaches.