

DESIGN TECHNOLOGY

KS3 LEARNING JOURNEY

READING LIGHT



Materials theory: Investigating and understanding. Nanotechnology and microcontrollers.



Development: Learnt the basic skills to make base dishes then develop them into a dish of your choice.



Design a decoration for a sustainable bag based on a designer.

Technical Drawing: Use a range of graphics design equipment. Learn engineering drawing.



ENGRAVED HINGED STORAGE BOX

DEVELOPMENT OF A MENU

SUSTAINABLE SHOPPING BAG

USB COLOUR CHANGING LANTERN

Make: Advance your hand tool skills and learn how to use hinges.

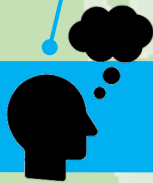
Plan each stage of making; what risks and controls need to be thought about before making?

Make: Showcase technical skills, teamwork, health and safety in making a healthy main meal

Evaluate: What skills have you developed? Test your product and consider how you would improve it.

Circuit: Using a non-production PCB and understanding the circuit and components.

Design using a client-centred strategy and develop your design based on feedback.



TECHNICAL FOOD SKILLS



YEAR 9

Try 3 areas of Design and Technology to give you a greater understanding of what each subject involves before you select your GCSE options.

Materials: Timbers - hard woods and softwoods, why do we use them?



Planning: At each stage of making, what had you hoped to do and what have you done?



Design using a client-centred design strategy.

STEADY HAND GAME



HOBBY ROLL



Materials: Learn the working properties of different fabrics.

Make a hobby roll using more advanced textiles equipment and techniques.

Evaluate: Does your product work? How can you fix problems?



Ingredients: Learn the key roles of different vitamins and minerals

Make: Stir-fry, fruit salad and pasta salad

Evaluate: How healthy was your final dish? Did it taste nice?

HEALTHY EATING



YEAR 8

Work in more depth on projects, honing your practical skills, improving your resilience and problem solving whilst developing independence in the workshop.

Design using a client-centred design strategy.



Make: Cutting a half lap joint. Solder a circuit. Laser cut an acrylic design.



Design: Use your theory knowledge to plan a healthy stir fry.



MOOD LIGHT

ART DECO CUSHION

Make: Screen printed cushion. Using a sewing machine.



Design: Create a design inspired by an Art Deco theme.

Materials: Fabric classification. Natural fibres. What is cotton?



Introduction to the workshop: Health and safety

YEAR 7

KS3

Experience a wide range of fun and exciting projects that teach you valuable skills in the workshop, understanding different materials and how they work.

YEAR 5



Extra-curricular: Have a look around the department, see the STEM racing car and make a keyring.

YEAR 6



Extra-curricular: Come along for 5 weeks and design a mini torch.

Intake day: Make an acrylic pencil holder.



KS2

WELCOME!!

