DESIGN TECHNOLOGY

AIMS

To provide a progressive experience of Design Technology appropriate to the ability of the pupils and their needs in a technological society.

To encourage and stimulate interest and enthusiasm for designing and making.

To provide a wide range of projects in a range of materials.

To enable the pupil to produce and evaluate quality products through active hands on experience.

To provide a foundation of transferable knowledge and skills that pupils can build on to enhance their future education, leisure or vocation.

ASSESSMENT

Pupils are assessed in two main areas, Designing and Making, the focus areas of the National Curriculum.

Assessment is continuous throughout the projects and the focus tasks. Particular skills and abilities are targeted e.g. problem analysis, communication, idea generation, planning, making, evaluation.

The assessment is linked directly to the N.C. throughout Key Stage 3 and is finally reported as a moderated teacher assessment level at the end of the Key Stage in Year 9.

Pupils are encouraged to take part in extra-curricular activities, such as:-

* STEM club - Year 9 Autumn term
* DT Club - Year 8 Summer term

Year 8 and 9 resistant materials projects have been designed to reflect the manufacturing content of GCSE Product Design.

The Department also run a STEM (Science, Technology, Engineering & Maths) event every year where pupils explore the global impact of Technology in a whole day timetable with outside speakers.

YEAR 7

The year is divided into a series of modules to maximise the range of activities, stimulate interest and ensure progress.

There is an emphasis on the importance of health and safety in the workshop environment. The aim is to make pupils aware of the tools and machinery around them and the rules they have to follow in order to work safely.

In order to develop their skills and knowledge pupils will work through 3 modules in rotation.

* **Food and Textiles (compliant materials)**
  Textiles - Pencil Case Project
  Food - Sandwich, pizza/garlic bread and fruit salad
* **Systems and Control**
  Electronics and Plastics - Steady Hand Game Project
* **Resistant Materials**
  Designing and Making in Wood - Note Holder Project

Graphic design, including Computer Aided Design, is an integrated part of all rotations.

DESIGN TECHNOLOGY

YEAR 8

MODULE 1 - COMPLIANT MATERIALS

Food - Practise cake making techniques

MODULE 2 - COMPLIANT MATERIALS

Textiles - Customising garments

MODULE 3 - RESISTANT MATERIALS

The focus is on designing and making a mixed material money box.

AIMS
Develop traditional hand making skills in the workshop through the use of wood.

* Introduction to 2D computer aided design (CAD).
* Introduction to computer aided manufacture (CAM) using the laser cutter to make many of the components for the decora-

EXAMPLE OF A PUPIL'S WORK

EXAMPLE OF A PUPIL'S WORK

YEAR 9

MODULE 1 - COMPLIANT MATERIALS

Food - Food from around the world (world cuisine)

MODULE 2 - COMPLIANT MATERIALS

Textiles - Soft furnishing products (Dream room project)

MODULE 3 - RESISTANT MATERIALS

Design and make personal storage. The focus is on understanding materials and developing their practical wood working and CAD/CAM skills to produce a storage device with a laser-cut lid.

AIMS
Better prepare pupils to work independently at GCSE level.