

DESIGN TECHNOLOGY – KS3

Year 7

Folder Design

Pupils are introduced to the basics of design and graphic layout and the standards expected throughout their time in Design Technology. (E.g. 10mm border on all work, clear title, guide lines, neatly rendered etc). Project includes use of imagery and a brief exploration of typeface.

Basic skills project - Safety Posters

This gives the pupils an opportunity to translate some of their early learning to producing a safety poster depicting a range of discussed concerns and rules within the Design studios.

Basic skills project - Wooden Clock

This is an introduction into basic workshop tools and a brief insight into materials. Research and evaluation is important and pupils are introduced to the concept of presenting their work to the class creating an arena for constructive criticism and assessment. The clock is made out of MDF and ready -made clock mechanism and hands.

Structures

This project encompasses group activities to build a bridge from paper straws using the bridge building program and IT facilities.

Year 8

Graphics Project Sweet Wrapper Design

Pupils will work individually and collaboratively to create a sweet wrapper. Pupils will learn painting, colour theory and presentation skills whilst consolidating literacy with word association tasks. Pupils will develop knowledge of artists and designers past and contemporary.

Photo Frame

Pupils will explore further wood work and work shop skills using varied tools and learning ways of joining. The exercise will culminate in a designed and made photo frame product.

Moving toy

Pupils will research motion and mechanisms/levers and linkages and design a toy to incorporated their investigations. The toy will be designed for a specific age market.

Steady hand game

Pupils will learn about basic electronic circuits and components and make a steady hand game. The pupils will be introduced to skills of mould making, vacuum forming process and soldering.

Year 9

Automata

Recap on the understanding of motion and mechanisms and learn about cams and changing movement from one to another. Pupils will design and make an Automata with at least one moving part.

Graphics project

This will be one of several potential projects which are open to change but notice will be given in advance.

1. Research into disposable cameras and identify a specific market to design your own camera
2. Design competition
3. Poster and book illustration
4. Set of commemorative stamps

Introduction to IGCSE

Examples of differentiated IGCSE projects and exam questions are introduced and explained. These are incorporated into short 1-2 lesson blocks.

The Design workshops are open at most times for pupils to come in and do extra work and potentially become involved in other projects. A after school Dt club is run to assist with homework, this is generally aimed at Year 10 and Year 11 pupils.

The Design department is currently in the process of organising a field trip to the UK. The trip is a Design and Culture trip aimed at Key stage 4 pupils. The trip will be an excellent opportunity to see Design and Art at first hand and enable pupils to gather important reference and research for their coursework folders