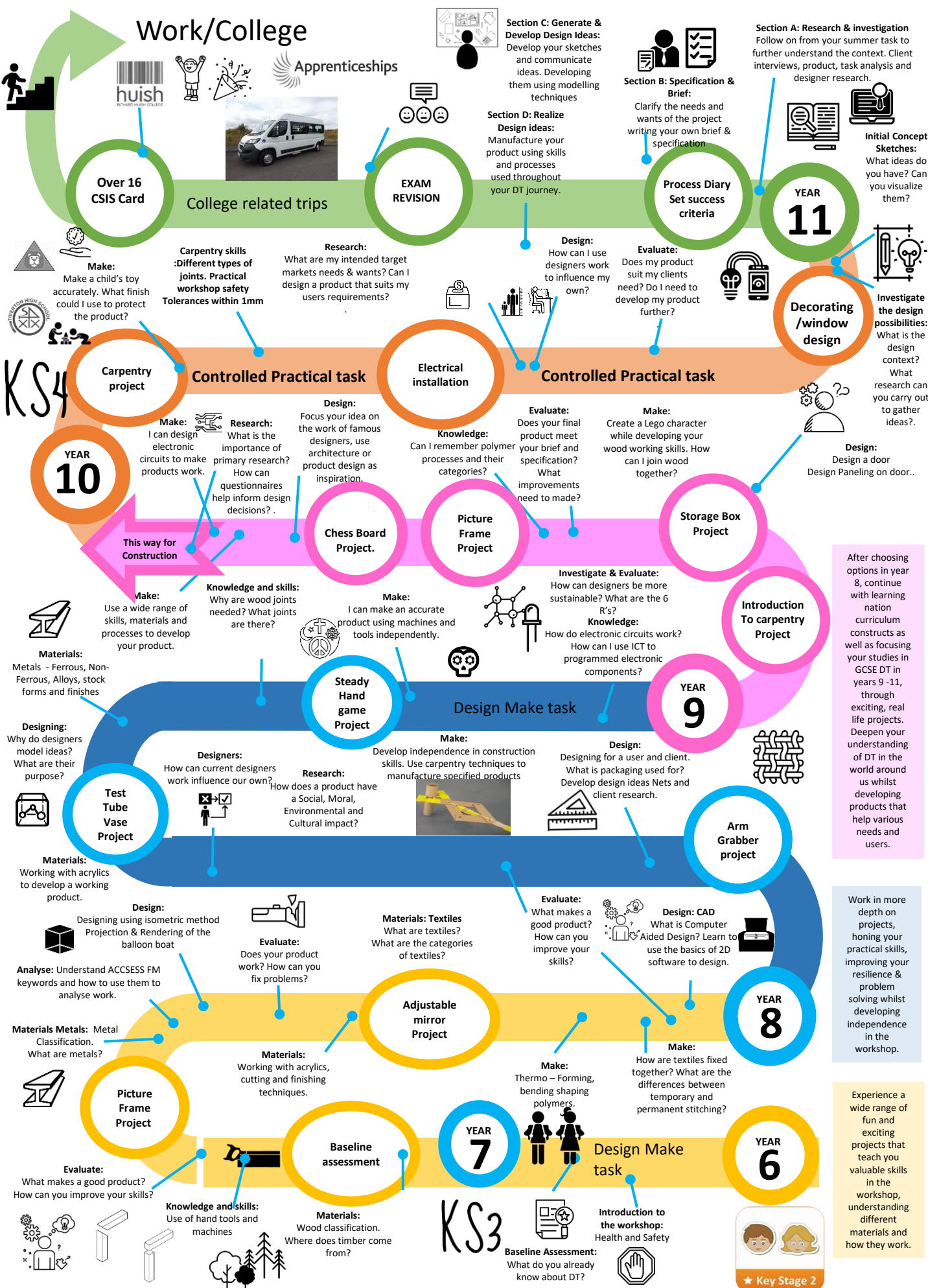


DESIGN TECHNOLOGY



Work/College



Over 16 CSIS Card

EXAM REVISION

College related trips

Section C: Generate & Develop Design Ideas:
Develop your sketches and communicate ideas. Developing them using modelling techniques

Section B: Specification & Brief:
Clarify the needs and wants of the project writing your own brief & specification

Section A: Research & investigation
Follow on from your summer task to further understand the context. Client interviews, product, task analysis and designer research.

Initial Concept Sketches:
What ideas do you have? Can you visualize them?

YEAR 11

Decorating /window design

Investigate the design possibilities:
What is the design context? What research can you carry out to gather ideas?.

Section D: Realize Design ideas:
Manufacture your product using skills and processes used throughout your DT journey.

Design:
How can I use designers work to influence my own?

Evaluate:
Does my product suit my clients need? Do I need to develop my product further?

Carpentry skills:
Different types of joints. Practical workshop safety Tolerances within 1mm

Research:
What are my intended target markets needs & wants? Can I design a product that suits my users requirements?

Make:
Make a child's toy accurately. What finish could I use to protect the product?

Carpentry project

Controlled Practical task

Electrical installation

Controlled Practical task

KS4

YEAR 10

Make:
I can design electronic circuits to make products work.

Research:
What is the importance of primary research? How can questionnaires help inform design decisions? .

Design:
Focus your idea on the work of famous designers, use architecture or product design as inspiration.

Knowledge:
Can I remember polymer processes and their categories?

Evaluate:
Does your final product meet your brief and specification? What improvements need to made?

Make:
Create a Lego character while developing your wood working skills. How can I join wood together?

This way for Construction

Chess Board Project.

Picture Frame Project

Storage Box Project

Introduction To carpentry Project

Make:
Use a wide range of skills, materials and processes to develop your product.

Knowledge and skills:
Why are wood joints needed? What joints are there?

Make:
I can make an accurate product using machines and tools independently.

Investigate & Evaluate:
How can designers be more sustainable? What are the 6 R's?
Knowledge:
How do electronic circuits work? How can I use ICT to programmed electronic components?

After choosing options in year 8, continue with learning nation curriculum constructs as well as focusing your studies in GCSE DT in years 9 -11, through exciting, real life projects. Deepen your understanding of DT in the world around us whilst developing products that help various needs and users.

Materials:
Metals - Ferrous, Non-Ferrous, Alloys, stock forms and finishes

Designing:
Why do designers model ideas? What are their purpose?

Test Tube Vase Project

Designers:
How can current designers work influence our own?

Research:
How does a product have a Social, Moral, Environmental and Cultural impact?

Steady Hand game Project

Design Make task

Make:
Develop independence in construction skills. Use carpentry techniques to manufacture specified products

Design:
Designing for a user and client. What is packaging used for? Develop design ideas Nets and client research.

YEAR 9

Arm Grabber project

Materials:
Working with acrylics to develop a working product.

Design:
Designing using isometric method Projection & Rendering of the balloon boat

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

Materials: Textiles
What are textiles? What are the categories of textiles?

Evaluate:
What makes a good product? How can you improve your skills?

Design: CAD
What is Computer Aided Design? Learn to use the basics of 2D software to design.

YEAR 8

Materials Metals: Metal Classification. What are metals?

Picture Frame Project

Materials:
Working with acrylics, cutting and finishing techniques.

Adjustable mirror Project

Make:
Thermo - Forming, bending shaping polymers.

Make:
How are textiles fixed together? What are the differences between temporary and permanent stitching?

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

Evaluate:
What makes a good product? How can you improve your skills?

Knowledge and skills:
Use of hand tools and machines

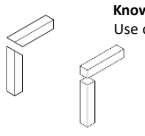
Materials:
Wood classification. Where does timber come from?

YEAR 7

Baseline assessment

Design Make task

YEAR 6



KS3

Baseline Assessment:
What do you already know about DT?

Introduction to the workshop:
Health and Safety



★ Key Stage 2

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