

Subject: Design Technology

Vision / Rationale for curriculum

All pupils will have an experience of working in a workshop – that they can use both independently and safely basic hand tools and simple workshop machines. Pupils will learn about everyday materials – materials that they find around the house and home and which are used in industry. They will learn how they look and what the properties are.
 Pupils will be taught to be creative independent thinkers and to come up with creative ideas to solutions – these solutions are prescribed in the early years but become more independent as the years progress towards Year 10 and Year 11.
 All pupils will have the subject of health and safety rigorously taught and applied.
 By the end of Key Stage 3 pupils should be able to select a material solely on its properties and be able to apply it to a specific role.

Year 7: (7 Weeks)

Wooden Puzzle – working with wood and learning about the different types and families of woods.

Year 8: (9 Weeks)

Wind Chime Project – pupils are introduced to other material areas such as plastics and metals.

Carousel	
Year 7	Baseline Assessment Health and safety in a workshop Basic measuring skills Basic tool skills – tenon saw, tri square, steel ruler Basic workshop machines - disc sander, pillar drill Introduction to CAD/CAM Looking at design movements - focus on destijl Working with wood - manipulation and finishing. Identifying and explaining strengths and weaknesses of their products and be able to suggest an improvements modifications.
Year 8	Health and safety re-cap look more at signs in the workshop Introduction to metals the different types, ways to shape and process, Introduction to plastics, the different types, ways to shape and process, Looking at analysis and how word association can help design. CAM encouraged for manufacture - multi materials approach and multi manufacture approach. Promoting a more 3d approach to their designs and how different parts and components may interact.