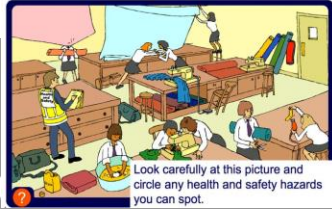


# Design Technology Year 7 Learning Journey

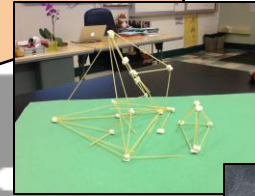


Year 7

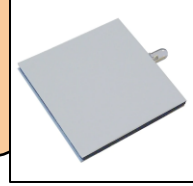
**Health and Safety** in the Workshop.  
Use the picture to identify unsafe practices, create a poster for the wall based on ONE area of H and S.



**Dyson Challenge** – Spaghetti Tower  
Look at the use of triangulation in structures and the ability to create a strong tower using spaghetti and marshmallows.



**Basic Circuits.** Follow a simple plan/order of make to construct a small squeezey torch. Look at Input – Process – output



**Introduction to Materials – Acrylic**  
Mini D and M project. Theory on thermoplastics and thermosetting plastics. Construction of a Key-ring with a focus on cutting and finishing.

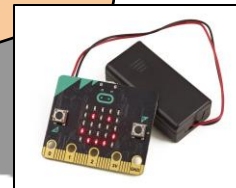


**Graphics Project – Infographic**  
Looking at Product analysis and how a product evolves over time. This information

**Introduction to Materials – Wood**  
Mini D and M project. Theory on woods – softwoods and hardwoods. Construction of a glasses holder or a bookend.



**Micro bit Programming**  
Using ICT program micro bit controllers.



End of rotation assessment.



Year 8

**Textiles – Make do and mend**  
Pupils to be able to use decorative hand embroidery stitches to enhance a damaged garment. Look at sustainability and the environment.



# Design Technology Year 8 Learning Journey

Year 8

**Health and Safety** in the Workshop.  
Recall knowledge learnt in Y7 and create a mind map of all H and S requirements in the workshop.



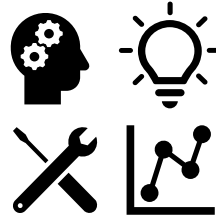
## Iconic Designer Fact file

Building on from the product analysis in Y7 pupils are to research a given designer. Look at their qualifications and their designs. Present all this information as a fact file.

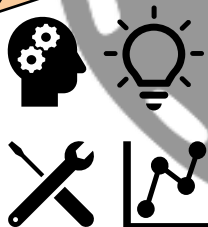


## Mini Project – Biomimicry, smart and modern materials.

Exploring smart and modern materials and their inspiration & creation  
Design and prototype a product utilising smart & modern materials that will support survival in a given context.



**Re-cap Materials – Wood and Plastics**  
Mini design and make assignment. Create a flat packed animal that can be sold in the zoo shop.



## End of rotation assessment.

Health & safety  
Design era/ movement  
Smart & modern materials  
Planning

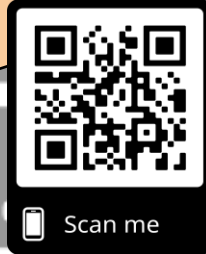
Year 9



# Design Technology Year 9 Learning Journey

Year 9

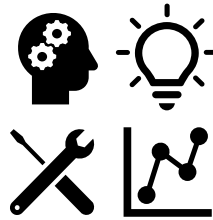
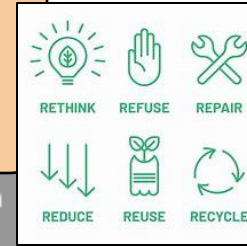
**Health and Safety** in the Workshop.  
Recall knowledge learnt in Y8 and create a factsheet on one element of H and S.  
Present with a QR code.



Scan me

## Sustainability

Look at the 6 R's & their influence on designing.  
The influence the 6Rs has on waste and material usage



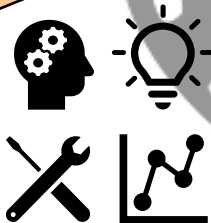
## Architecture

Modelling and Prototyping.  
Redesign a shipping container into a capsule living arrangement.  
Case study: Hatch development



## Crazy contraptions

Designing mad-cap products from 'scrap' to aid a potential consumer. See Richard Hammond TV programme.  
Designing for user needs.  
Adapting present day articles to improve their accessibility



## Technical drawing : Perspective Drawing

Look at the use of one & two point perspective to be able to draw products in perspective. Leading onto the design and make project.



## End of rotation assessment

Health & Safety  
Sustainability & the 6Rs  
Technical drawing  
Designing for others



Year 10