Design and Technology Learning Journey

College, A Levels, Apprenticeship?

YEAR 11

Q: What are your client needs and wants? How will you meet these?

AO2 Section C: Create a range of possible design solutions including specific annotations.

AO2 Section D: Understand how to develop design ideas and produce models using various techniques.

AO2 Section E: Manufacture your prototype ensuring quality control checks are applied.

AO3 Section F: Evaluate & Test gain feedback throughout your project, and test your final product. Have you met the design brief?

Remember: To focus respond to all questions and try your best.

NEA → Exam Revision → Final GCSE Exam

AO1 Section B: Understand how to produce a detailed design brief and specification in relation to your research and findings in section A.

AO1 Section A: Research and investigate the task chosen. Consider all opportunities.

Evaluate: Be able to discuss issues with your product, consider the specification and if the product meets your outcomes.

Q: What issues have you faced during manufacture and how have you overcome them?

Core content: Revise and practice exam papers in preparation for your final exam in D & T.

Make: From previous lessons and experience select tools and materials for their properties and uses.

Design: Be able to produce a range of design ideas using various techniques.

Design: Create a design brief and specification in detail for

Remember: It is important to push and challenge yourself within all aspects of design and technology.

Learn: How to respond to exam style questions.

Learn: Understand why designers model their products before manufacture.

Learn: Understand the depth and detail required to achieve high marks in the NEA.

Mock NEA → Skill Building

YEAR 10

Evaluate: What would you change?

Make: Construct a festival hat, recalling skills learnt from year 7&8

Research: To research different food types offered as street food.

Design: Design a menu to be sold as street food.

Skill: Be able to cost out menus.

Make: A range of dishes with a different heat application.

Recall: a range of knife skills.

Q: What are natural resources? How can we be more energy efficient as designers?

Food – Bistro Project → Textiles Festival Hat

Design: Design a hat through researching designers.

Q: Why is it important for a designer to use a range of different drawing techniques.

Q: What is meant by term 'inclusive design.'

Evaluate: What did you find difficult? What would you change?

Evaluate: Does your product support the requirement of the client

Design: Packaging taking inspiration from company research.

Evaluate: Is your model suitable, what improvements can be made?

Learn: How to project a drawing using a range of different views

Materials: Timbers hard woods and soft woods why do we use them?

Make: Be able to manufacture a product from a working drawing within tolerance.

Q: Why do designers need a working drawing?

Design: Be able to produce a detailed orthographic working drawing.

Learn: What is datum lines are and why do we use them?

Technology Phone Holder

Q: What PPE is required when using machinery in the workshop?

Make: Use knowledge on tools and equipment to manufacture a high quality functioning product.

Design: Orthographic, Isometric, two-point perspective oblique and rendering practice.

Evaluate: Does it function? How did you represent the artist you have researched?

Recall: What is a culture from year 7

Skill: Time planning

Learn: Job roles in industry and manufacturing.

Evaluate: Testing, analysis and CATFLAPS

Learn: Understand what jobs link to design and technology and the possible pathways.

Quality control; has the fastening been inserted correctly?

YEAR 9

Make: Using decorative and construction skills.

Manufacturing Specification learn how these are used in industry.

Q: How can you be more sustainable?

Research: Research different culture and cuisines.

Skill: independent weighing and measuring.

Q: How can you reduce your impact on the environment with food miles?

Evaluate: Be able to produce a product fit for purpose.

Test: Does your product fit its purpose. How does your design fit against the specification.

Make: Produce a Automata toy using a range of tools.

Design: Be able to produce a detailed design brief and specification in relation to a specific client.

Q: What is CAM how can this be used to provide motion to a product?

Food- International Dishes → Textiles Artist Bag

Design: Generate a pattern for a bag in the style of a artist.

Research: Local artists- promote our local area.

Q: How can I improve my product?

Materials: What are the differences between manufactured and natural timber?

Q: Can you select the specific tool for the job?

Q: Has your design met the key points on your specification.

Q: Can you demonstrate a rotational motion? Give an example.

Learn: The four main types of motion and possible links to every day life.

Technology Automata Toy

YEAR 8

Evaluate: How does the panel represent the culture? How could you improve your product next time?

Learn: About the Eatwell guide.

Food Safety 4C's

Understand: Healthy Cooking

Design: Menu Planning for specific diets

Evaluate: Testing and evaluation of dishes prepared

Make: Using decorative skills create a panel reflecting the culture of choice.

Skills: Knife Safety

Learn: Sustainable minimising food waste.

Learn: different diets; athletes , allergies, Vegetarian food

Make: A range of dishes are prepared, assessment cook based for special diets.

Research: A chosen culture, festivals, religions, traditions etc

Q: Recall-what is a design specification?

Design: Rendering skills wood grains.

Learn: What are the different tools and their uses

Q: What does COSHH stand for?

Food- Speciality Diets → Textiles Cultural Panel

Health and Safety: Safe use of equipment in the workshop.

Q: What is a culture?

Design: Design using the specification/decorative techniques the panel.

Learn: Materials; Calico, felt and jersey investigation- how are they made?

Evaluate: Be able to evaluate against a specification.

Design: Design using a specification a frame and a culture of choice.

Make: Manufacture a picture frame using a range of wood joints.

Materials: Wood classification where does timber come from?

Q: How does technology link to our everyday life?

Introduction to the workshop: Health and safety.

Technology Cultural picture Frame

YEAR 7

Welcome

" Technology makes it happen. Design makes it relevant."