

Subject: Design and Technology

Year: 9

Unit 1 Kite project

Textiles and Ergonomic design:

- Ergonomic design
- Research; product, theme, client
- Iterative design process; design, test/model, refine
- Making of prototype
- Testing and modifications

Inspiration: Designer's choice

Who: User centred design

Unit 2 Light project

Electronics and Biomimicry:

- Function of electrical components
- Safe working practices
- Research Biomimicry to influence design ideas
- Construct a functioning electrical circuit for an LED to go in recycled container

CAD:

- 2D design - Import and Vectorise an image for development
- Sketchup - develop a 3D shape to scale

Ludus Admirandus