

**Subject: Design Technology**

**Year: 9**

<b>Unit 1 - Kite project</b>	<b>Unit 2 – Light project</b>
<p><b>Technical Knowledge</b></p> <ul style="list-style-type: none"><li>• Anthropometrics and Ergonomics</li></ul> <p><b>Design and Make</b></p> <ul style="list-style-type: none"><li>• Use research to identify and understand user needs</li><li>• Identify and solve design problems</li><li>• Develop a specification to inform the design of products that appeal to the user</li><li>• Communicate ideas using annotated sketches</li><li>• Testing of ideas with modelling</li><li>• Specialist techniques and processes for constructing the final product</li></ul> <p><b>Evaluate</b></p> <ul style="list-style-type: none"><li>• Test evaluate and refine ideas and products against the specification</li></ul>	<p><b>Design and Make</b></p> <ul style="list-style-type: none"><li>• Use research to understand Biomimicry</li><li>• Decoration of light housing</li><li>• Construction of electronic circuit</li><li>• Safe operation of soldering equipment</li></ul> <p><b>Evaluate</b></p> <ul style="list-style-type: none"><li>• Evaluate ideas and products taking into account the views of others</li></ul> <p><b>Technical Knowledge</b></p> <ul style="list-style-type: none"><li>• Learn how Biomimicry is used to generate ideas</li><li>• Electrical systems and components</li><li>• CAD – 2D design, Sketchup</li></ul>

*Ludus Admirandus*