Year 9 Design Technology ,

In year 9 students are given the opportunity to develop their design technology skills and knowledge through that development of a small GCSE DT style project.

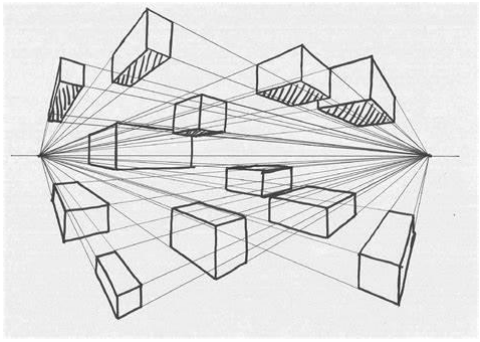
Building on

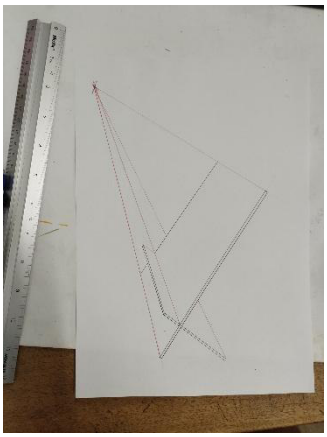
This not only further refines the practical skills and knowledge from year 7 and 8 as well as developing the students technical skills and ability to manufacture their own designs using modern technology.

During this practical project students design, test, evaluate and manufacture their own mobile phone stand inspired by research into modern technology and popular design ideas.

students will build a solid foundation in essential design skills by combining both traditional and modern methodologies. On the traditional side, learners will focus on:

- **Perspective Drawings:** Mastering the principles of perspective to create realistic representations of space and depth. This skill is critical for planning layouts and understanding spatial relationships in design.

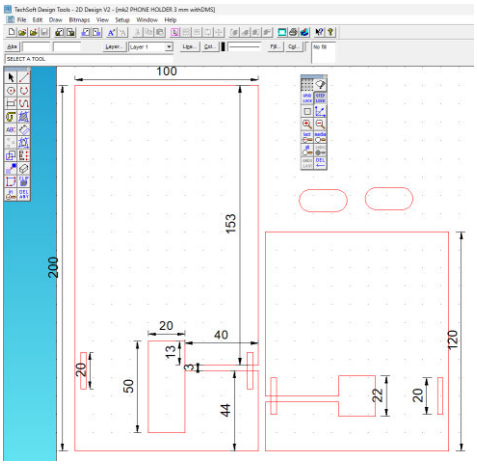




- **Isometric Drawings:** Developing the ability to depict three-dimensional objects on two-dimensional surfaces. Isometric drawings help students visualize and communicate ideas clearly, making them an invaluable tool in both conceptual and technical design work.

Building on these time-honoured techniques, the curriculum also introduces modern design practices:

- **Computer-Aided Design (CAD):** Students will gain hands-on experience with CAD software, translating hand-drawn concepts into precise digital models. This not only improves accuracy but also allows for rapid iteration and easy adjustments throughout the design process.



- **Computer-Aided Manufacture (CAM):** Integrating CAM techniques, learners will explore how digital designs are transformed into physical objects through advanced manufacturing processes. This exposure provides a practical understanding of how modern technology bridges the gap between concept and production.

This dual approach enables students to appreciate the value of traditional skills while embracing the efficiency and innovation that modern digital tools offer. The balance between classic drawing techniques and cutting-edge technology prepares students for increasingly complex challenges in GCSE Design Technology and further educational or vocational pursuits.