

# LEARNING JOURNEY

Madeley School



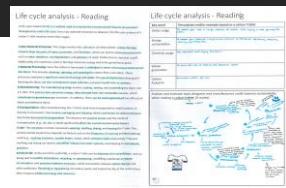
Follow on for KS4



Graphics - typography for game.



Revisit 2D design. Laser etched plywood game.



Evaluation  
Life cycle analysis

Textiles

Fibre properties, fabric construction, pattern markings, quality/accuracy and finishing skills.



Year 9 Options



Investigating the work of others - Product analysis



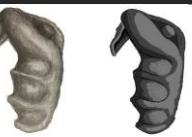
Design ideas

Application of knowledge gained on fibres and surface decoration techniques.



Y9

CAD sketches - ergonomic controller



Introduction into manufactured timbers



Timbers knowledge revisited. Sweet dispenser project.



Tinkercad 'House of the Future'

Polymers  
Intro to polymers theory, develop 2D design skills to create a CAM zip pull.



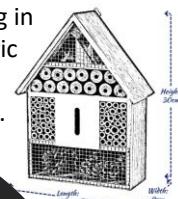
Green energy production

Introduction to the FSC



The 6 R's and ACCESS FM

Timbers knowledge and manufacture of the Bug House.



Y8

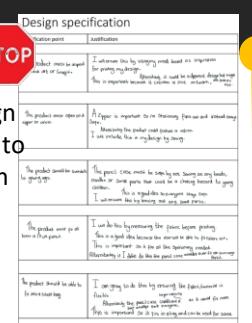
Manufacture  
Combine CAD and hand construction methods to create a pencil case. Use the sewing machine to insert a zip.



Electronics  
Intro to simple circuits and soldering



Textiles  
Write a design specification to inform design decisions



CAD skills

Create a moodboard using sketchbook



Product manufacture  
Pattern development, independently creating a template, focus on quality and accuracy



Polymers  
knowledge and manufacture of Acrylic Memphis inspired clock.



Introduction to Tinkercad - Keyring



Introduction to 2D design - 3D bug.



Memphis Group-inspired clock design

START  
Y7



Design ideas  
Hand drawn and CAD skills



Key skill  
Intro to hand embroidery. Intro to fibres and fabrics

Investigating culture to inform designing



STOP = Work assessed and reported.

KS3 – Learning Journey

PRODUCT DESIGN