

# Year 7 DT

<p><b>Half-term 1</b></p> <ol style="list-style-type: none"> <li>1. Health and safety in a workshop</li> <li>2. Create Resin square.</li> <li>3. Create Garden twist.</li> </ol>	<p><b>Half-term 2</b></p> <ol style="list-style-type: none"> <li>4. Create pewter part. <b>Big idea – What are material properties and differences? – Practical</b></li> <li>5. Evaluate materials used and explain differences. Give outline to guide them <b>Big idea – What are material properties and differences? – Theory</b></li> <li>6. Examine influences of the Gaudi temple – resources to be given out for students to draw from.  Cultural influences include; <ul style="list-style-type: none"> <li>• Islamic</li> <li>• Moorish (African, muslim)</li> <li>• Gothic</li> <li>• Nature</li> <li>• Religion – catholic</li> <li>• Hyperboloid structures</li> <li>• Art Nouveau</li> <li>• Geometric</li> </ul> </li> </ol>	<p><b>Half-term 3</b></p> <ol style="list-style-type: none"> <li>7. Examine influences of the Gaudi temple</li> <li>8. Examine influences of the Gaudi temple <b>Big idea – How can cultural diversity be used in creative design?</b></li> <li>9. Create sketched design ideas (6) to meet the specification (torch). Teach crating. <b>Big idea – How can products be designed to fit a brief/specification?</b></li> </ol>
<p><b>Half-term 4</b></p> <ol style="list-style-type: none"> <li>10. Create sketched design ideas to meet the specification – produce isometric drawing with template.</li> <li>11. Refine ideas including materials e.g. Card/ vinyl/ craft materials.</li> <li>12. Add thick/thin lines and rendering <b>Big idea – In what ways can you present your ideas to others?</b></li> </ol>	<p><b>Half-term 5</b></p> <ol style="list-style-type: none"> <li>13. Make product</li> <li>14. Make product - include 3D printed CAD button</li> <li>15. Make product <b>Big idea – How can you combine your experiences to make a torch with a cultural theme?</b></li> </ol>	<p><b>Half-term 6</b></p> <ol style="list-style-type: none"> <li>16. Make product.</li> <li>17. Produce an evaluation including others opinions</li> <li>18. Improve design product based on feedback P <b>Big idea – How can an evaluation including others opinion be used to improve the design</b></li> </ol>

# Year 8 DT

<p><b>Half-term 1</b></p> <p>1. Demonstrate cradle to the grave  <b>Big idea – What is meant by cradle to the grave in relation to products?</b></p> <p>2. Test out fusing plastics</p> <p>3. Test out weaving plastics <b>Verbal feedback and questioning during practical</b></p>	<p><b>Half-term 2</b></p> <p>4. Test out paper crafts. <b>Verbal feedback and questioning during practical</b></p> <p>5. 6R's</p> <p>6. Product analysis in relation to sustainability. Adapt to improve it's ecofriendliness. <b>Scaffolding will be needed for some students</b>  <b>Link to year 7 as the analysed product is the garden ornament made in previous year</b>  <b>Big idea – What are the 6Rs and how do they relate to design?</b></p>	<p><b>Half-term 3</b></p> <p>7. Adapt designs to create unique upcycled response (bird feeder) <b>Use questioning to avoid design fixation and push for greater depth and additional skills in the design from year 7</b></p> <p>8. Adapt designs to create unique upcycled response (bird feeder) <b>Use questioning to avoid design fixation and push for greater depth and additional skills in the design from year 7</b></p> <p>9. Planning for making  <b>Big idea – Produce design ideas in response to a brief</b>          Product will be from a limited number of options</p>
<p><b>Half-term 4</b></p> <p>10. Costings <b>Provide material costs and formula</b></p> <p>11. Making <b>Verbal feedback and questioning during practical</b></p> <p>12. Making <b>Verbal feedback and questioning during practical</b>  <b>Builds on knowledge and skills from year 7. Greater independence and higher quality required.</b>  <b>Big idea – Make a response to a brief</b></p>	<p><b>Half-term 5</b></p> <p>13. Making <b>Verbal feedback and questioning during practical</b></p> <p>14. Development <b>Assist students with decision making</b>  <b>Builds on evaluation work from year 7 as development is used</b></p> <p>15. Making <b>Verbal feedback and questioning during practical</b>  <b>Big idea – Develop a response to a brief</b></p>	<p><b>Half-term 6</b></p> <p>16. Evaluation <b>Evaluation should build on the depth achieved in year 7 taking into account brief and client</b></p> <p>17. Development <b>Guide to deeper improvements from previous developments</b></p> <p>18. Present products  <b>Big idea – Produce an evaluation and suggest improvements</b></p>

# Year 9 DT

<p><b>Half-term 1</b></p> <ul style="list-style-type: none"><li>• Students research 2 different design styles</li><li>• Anthropometrics in relation to a chair</li><li>• Client research – teenager for their bedroom</li></ul> <p>Big idea – How can research into design styles, anthropometrics and the client influence designs?</p>	<p><b>Half-term 2</b></p> <ul style="list-style-type: none"><li>• Produce a specification from the research</li><li>• Produce design ideas for a chair</li><li>• Produce design ideas and request materials</li></ul> <p>Big idea – Produce a specification from research and respond to the brief of designing a chair in a style</p>	<p><b>Half-term 3</b></p> <ul style="list-style-type: none"><li>• Create a prototype</li><li>• Create a prototype Verbal feedback</li><li>• Gain client feedback and improve the design</li></ul> <p>Big idea – How can prototypes, presentations and client feedback improve designs</p>
<p><b>Half-term 4</b></p> <ul style="list-style-type: none"><li>• Research lamp ideas</li><li>• Produce designs for a lamp</li><li>• Produce a technical drawing of the final design</li></ul> <p>Big idea – What materials and styles can be used to create lamp idea?</p>	<p><b>Half-term 5</b></p> <ul style="list-style-type: none"><li>• Produce a planning for making chart for the final product</li><li>• Making – CAD part</li><li>• Making – Wood part</li></ul> <p>Big idea – respond to the brief</p>	<p><b>Half-term 6</b></p> <ul style="list-style-type: none"><li>• Apply finishes</li><li>• Evaluation</li><li>• Improvements</li></ul> <p>Big idea – How can an evaluation including others opinion be used to improve the design</p>