

Year 7 Design and Technology

Introduction to Design, graphic drawing skills and extending sewing skills.

Learning: an understanding of Technology and an introduction to graphics, basic cutting and filing skills, hand and machine stitching skills.

Key Skills Examples

Drawing skills

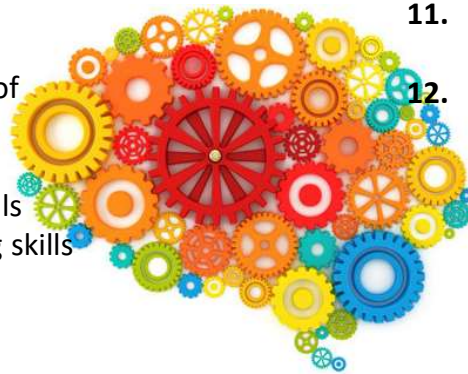


- 2D and 3D drawing
- Lettering in one point perspective
- 3D shapes in Isometric
- 3 Tone shading
- The Design Process
- Analysis of fast food logos and development of own ideas.
- Use of 2D design.
- Analysis of food packaging
- Health and safety
- Rules of the room
- Cross filing and draw filing
- Use of tools and processes
- Product Analysis
- Creating a range of ideas
- Working Drawing
- Hand drawing skills
- Machine stitching skills

Safety – Practical using wood and Acrylic



Sewing Skills



Key words

Definition

- 1. Three dimensional (3D)** The appearance of something that has length, breadth and width.
- 2. Logo** Symbols made up of text/and or images, which helps us to identify brands
- 3. Three tone shading** Light medium and dark shades. This makes things look 3D.
- 4. One Point Perspective** A Drawing that contains only one vanishing point on the horizon.
- 5. Horizon line** A horizontal line across the paper to represent the viewers eye level.
- 6. Annotation** Labelling and explaining your ideas.
- 7. Product analysis** To study products and come to a conclusion.
- 8. Properties of materials** The way a product is made up, for example oak is strong.
- 9. Seam** A line where two pieces are sewn together.
- 10. Tacking** To fasten or fix in place with temporary stitches.
- 11. Hem** To fold back and sew down the raw edges of the cloth.
- 12. Bobbin** A spindle where thread is wound. This is placed inside the sewing machine.