Year 8 Design and Technology

Expanding on graphic drawing skills and extending practical skills in plastics and textiles.

Learning: an understanding of Technology and an introduction to graphics, cutting and filing techniques with wood and plastic, hand and machine stitching skills.

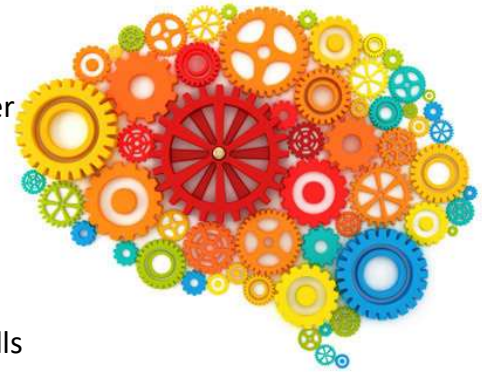
Key Skills

Drawing skills

- The Design Process
- 3D drawing in isometric
- 3D objects in one and two point perspective
- 3 Tone shading
- The design process
- Analysis and development of own ideas.
- Product Analysis
- Use of 2D design
- Health and safety
- Rules of the room
- Working Drawing
- Cutting and filing
- Use of the strip heater
- Use of a jig/former
- Filing and finishing of Acrylic
- Use of a template
- Upcycling
- Machine stitching skills

Safety – Practical Using 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. **Two Point Perspective** A Drawing that contains two vanishing points on the horizon.
5. **Orthographic Projection** A working Drawing, which is drawn in first or third angle.
6. **Cross filing** Also called straight forward filing
7. **Drawfiling** Used for producing smooth edges.
8. **Product analysis** To study products and come to a conclusion.
9. **Annotation** Labelling and explaining your ideas.
10. **Template** A pattern which can be used to accurately draw a shape.
11. **Thermoplastics** A plastic Polymer that becomes pliable when heated and solidifies when cooled. This can be heated and re heated
12. **Thermosetting plastics** Plastic Polymers that set permanently when heated.