

Year 9 Design and Technology

Expanding on graphic drawing skills and extending practical skills in wood 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

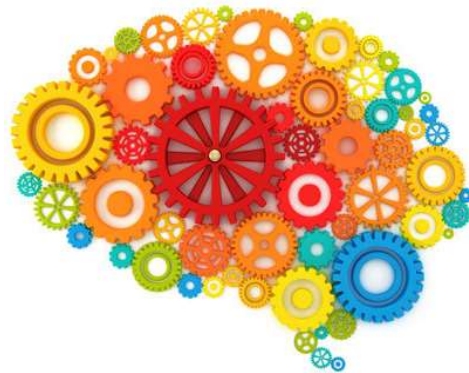
- 3D drawing in isometric
- 3D objects in one and two point perspective
- The Design Process
- Analysis and development of own ideas.

Safety

- Studying existing products

Sewing Skills

- Model making
- Use of 2D design
- Health and safety
- Rules of the room
- Third Angle Orthographic Drawing
- Cutting and filing
- Use of tools and processes
- Upcycling
- Machine stitching skills
- Standard components
- Fixings and fittings



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. **Draw filing** 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.
13. **Finishing cloths** Such as sandpaper for smoothing wood and wet and dry paper for Acrylic.
14. **Standard Components** What will you be using to attach your fabric storage piece together for example, poppers, Velcro etc.