



## YEAR 9

YEAR	TRINITY 2	MICHAELMAS 1	MICHAELMAS 2	LENT 1	LENT 2	TRINITY 1
9	<p>Pupils rotate in a 9 week rotation between the following areas. Art, FPN, Textiles and DT over the course of Year 9. Groups will have one double lesson each week, pupils will be taught across two rooms (workshop and computer room).</p> <p><b><u>Inclusive Board game</u></b></p> <p><b><u>Week 1 –</u></b></p> <ul style="list-style-type: none"><li>• Review of learning so far –</li><li>• Introduction to project</li><li>• Product Analysis on a range of different types of board games – would they be suitable for inclusive design?</li><li>• Interview with User and produce user profile needs and wants.</li><li>• Braille Theory</li><li>• Model demo on how they will make their board game (Q&amp;A)</li></ul> <p><b><u>HL</u></b> – Create an account on Onshape – refer to step by step</p> <p><b><u>Week 2</u></b> - (Onshape Die)</p> <ul style="list-style-type: none"><li>• Intro to Onshape</li><li>• Plastic theory (Where does it come from? 2 classes of plastics; processes – injection moulding / vacuum forming and extrusion )</li><li>• What is anthropometric data? How does this link to ergonomics? (In reference to hands / fingers)</li><li>• Start to create the die</li><li>• Production log</li></ul> <p><b><u>HL</u></b> - Game ideas &amp; themes</p> <p><b><u>Week 3 &amp; 4</u></b></p> <ul style="list-style-type: none"><li>• Introduction to 3D printing; this includes Health &amp; Safety of the machines</li><li>• Different techniques of 3D printing</li><li>• Smart materials (handling collection) and how could smart materials be used in the board game?</li><li>• Continue with design for die</li><li>• Printing of die</li></ul> <p><b><u>HL</u></b> - 2D Design exercises to recap skills on 2D Design</p> <p><b><u>Week 5</u></b></p> <ul style="list-style-type: none"><li>• Review of design brief, design specification and needs of client. (Link to Christian Values)</li><li>• Task Analysis; what should the game be &amp; why</li><li>• Initial Ideas x 3 including counter design (laser cut)</li><li>• How to present design ideas, including annotation</li><li>• Feedback from others on ideas (Self &amp; Peer Assessment)</li></ul> <p><b><u>HL</u></b> – Complete Design Ideas</p> <p><b><u>Week 6</u></b></p> <ul style="list-style-type: none"><li>• Recap on 2D Design – refer to HL actives</li><li>• Final Idea to be completed on 2D Design</li><li>• Printing / cutting counters (Health &amp; Safety embedded)</li><li>• Production Log ( How to record the story of development)</li></ul> <p><b><u>HL</u></b> – Complete Final Idea on 2D Design</p>					



**Week 7**

- Paper theory – Where does it come from? Types of paper & board / finishes. Could you use any different paper on your game?
- How to create your counters on 2D Design? – Laser cutting
- Production Log ( How to record the story of development)

**HL** - refer to synergy

**Week 8 & 9**

- Review of learning – set targets for next project
- Finishing touches to board game (counters & die)
- Photographs of final products
- Complete Testing & Evaluation process on Final products.