



OVERVIEW

In the Technology faculty we develop students into independent problem solvers, by teaching the students how to independently produce bespoke products in response to a given design brief. We base all our learning and assessment around our ethos of Design, Make, Evaluate and Knowledge. Year 7 provides students with an introduction the workshop, workshop principles and materials. Students will work with timbers, polymers, textiles, and graphic products. They will be shown how to use hand tools, workshop machinery and the laser cutter to produce professional products, these skills serve as a skills introduction but also introduces workshop health and safety and working to tolerances which are fundamental to all projects throughout the key stages.

Autumn

Speed Game – timber skills

1. Properties of timbers/corner halving joint.
2. Corner halving 2
3. Pillar drill/dowel joint
4. Mitre joint and assemble.
5. Assemble, test and evaluate.

**Self and Teacher assessment through end of unit assessment grid.*

Maze Game

1. Manufacturing – Sewing machine
2. Manufacturing – impact of textile industry

*Due to the practical nature of the subject, students will receive verbal; feedback during each lesson, formal feedback will take place at the end of each project.

Assessment:

Design – designing of the playing area of the game.

Make – practical hand tool and workshop machinery skills.

Evaluate – assessing their own work throughout the project and as a final evaluation.

Knowledge – selecting and using hand tools safely and accurately, timber knowledge.

Spring

Maze Game

3. Manufacturing - printing techniques
4. Manufacturing
5. Final assembly and evaluation

**Self and Teacher assessment through end of unit assessment grid.*

Polymer bookmark / keyring

1. Design and pan
2. Manufacture
3. Manufacture / evaluate

**Self and Teacher assessment through end of unit assessment grid.*

Due to the practical nature of the subject, students will receive verbal; feedback during each lesson, formal feedback will take place at the end of each project.

Assessment:

Maze Game

Design – playing area of the game and sublimation printing graphic.

Make – textiles hand and sewing machine skills.

Evaluate – assessing their own work throughout the project and as a final evaluation.

Knowledge – selecting and using textiles tools safely and accurately, textiles knowledge.

Polymer bookmark / keyring

Design –full autonomy of the item's appearance.

Make – practical hand skills.

Evaluate – assessing their own work throughout the project and as a final evaluation.

Knowledge – selecting and use of hand tools safely and accurately, polymers knowledge.

Summer

Graphic Design – Frisbee Design

1. Realising Design Ideas - frisbee
2. Realising Design Ideas – frisbee
3. Realising Design Ideas – packaging

**Self and Teacher assessment through end of unit assessment grid.*

Phone stand

1. Computer Aided Design – Focus 2D design
2. Computer Aided Manufacture – Laser Cutter,
3. assemble and test

**Self and Teacher assessment through end of unit assessment grid.*

Due to the practical nature of the subject, students will receive verbal; feedback during each lesson, formal feedback will take place at the end of each project.

Assessment:

Frisbee Design

Design –full autonomy of the item's appearance.

Make – producing the packaging.

Evaluate – assessing their own work throughout the project and as a final evaluation.

Knowledge – selecting and use of typefaces and colour schemes, sustainability, and recycling polymers.

Mobile Phone Stand

Design –full autonomy of the item's appearance.

Make – producing the CAD file and assembling the final outcome.

Evaluate – assessing their own work throughout the project and as a final evaluation.

Knowledge – selecting correct tools, exporting correct file type, enhanced knowledge of sustainability and recycling polymers.

Useful resources for supporting your child at home:

Excellent design sketching tutorials:

[product designer maker - YouTube](#)

Student access to Focus eLearning – direct link given to students.

Homework:

There is no set schedule for KS3 homework, but occasionally there will be a research task, or design skills set by the class teacher.