



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. In Year 9 students will demonstrate their knowledge of Design and Technology by designing a product to be entered into the national Design Ventura competition. They will then design and make a Luxor table lamp for a client and target market of their choice.

Aut

Design Ventura

1. Intro, teams, brief, Roles, the DM shop, user centred design
2. idea generation.
3. Idea generation
4. Modelling
5. Modelling, enterprise and branding
6. Prototyping, costings and budget
7. Prototyping, final design decisions
8. Finalising design, preparing the pitch

Assessment:

Design – design sketches, modelling and prototyping and final product.
Make – prototypes from, card, Styrofoam and CAD CAM.
Evaluate – how well the student has evaluated their designs, practice and finished product.
Knowledge – knowledge of the design process, sustainability, user centred design.

Spr

Design Ventura

1. Finalising design, preparing the pitch
 2. Presenting the pitch
- Luxor lamp**
3. Brief, Specification, analysis.
 4. Initial ideas
 5. Assemble
 6. Assemble
 7. Solder / electronic control

Assessment:

Design – lamp design sketches and prototypes.
Make – the moving parts of the lamp, soldering of components.
Evaluate – how well the student has evaluated their designs, practice and finished product.
Knowledge – electronics, forces, use of hand tools and workshop machinery.

Sum

Luxor lamp

1. Assemble
2. Lamp shade design
3. Model
4. CAD – lamp shade
5. CAD – lamp shade
6. Assemble
7. Assemble
8. Test, evaluate, redesign.

Assessment:

Design – lamp design sketches and prototypes.
Make – the moving parts of the lamp, soldering of components.
Evaluate – how well the student has evaluated their designs, practice and finished product.
Knowledge – electronics, forces, use of hand tools and workshop machinery.

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 - excellent Fusion 360 video tutorials

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.