



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. Marking out, origins of timber.
2. Manufacturing Corner halving joint 1
3. Manufacturing Corner halving joint 2
4. CAD (Computer Aided Design) 1
5. CAD (Computer Aided Design) 2

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.

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.

Spring

Graphic Design – Frisbee Design

1. Initial ideas – sketching
2. Initial ideas – sketching
3. Realising Design Ideas - frisbee
4. Realising Design Ideas – frisbee/ packaging
5. Realising Design Ideas – packaging
6. Assemble/Evaluate Assessment

Assessment:

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.

enhanced knowledge of sustainability and recycling polymers.

Summer

Pewter casting

1. 3D modelling
2. 3D modelling
3. Casting processes
4. Sand casting
5. Finishing
6. Finishing / evaluate

Assessment:

Design –full autonomy of the item's appearance.

Make – pewter and enamel badge, plus 3D printed mould.

Evaluate – throughout the project and as a final evaluation.

Knowledge – selecting and use of typefaces and colour schemes, casting and CAD CAM processes.

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.