DESIGN&TECHNOLO



WIGGLES

WOODEN

TOY

YEAR

Core content and specialist knowledge: Revise and practice exam papers in preparation for your final exam in DT.



EXAM

REVISION

Test: Gain feedback throughout your project, and test your final product have you met your brief?

AO3: Evaluate &



AO2: Realise Design ideas: Manufacture your product using skills

and processes

used throughout

vour DT iourney

AO2: Generate & **Develop Design Ideas:** Develop your sketches and communicate ideas. Developing them using modelling techniques



AO1: Specification & Brief: Clarify the needs and wants of the project writing your own brief & specification



Follow on from your summer task to further understand the context. Client interviews, product, site analysis and designer research

AO1:Research & investigation



Initial Concept

you have you visualize them?



design possibilities: What is the out to gather





Materials: Working with

ognizing materials.

options in year 9, focus your studies in GCSE DT in years 9 -11, through exciting, real life projects. Deepen your understanding of DT in the world around us whilst developing products that help various needs and



Sketches:

What ideas do already? Can



Investigate the design context? What research can you carry



MANUFACTURED timbers. Working properties and rec-



YEAR

NEA

COURSEWORK

Make:

Use a wide range of tools and processes to produce your final product. You decide!



DESIGNER

LIGHTING

Design: Reference key design movements top to develop a stylish functional product

Materials / Make: Use materials you have not combined before such as concrete, acrylic and timber to develop a unique stylized product.

Make:

Addition processes &

wood joints. Using skills

to develop high quality

craftsmanship products.



Design: Practicing Isometric Projection and rendering skills. Orthographic projection.



After choosing

MINI NEA AMPLIFIER **PROJECT**

What materials will be appropriate for your Design: product? What materials Designing for children. are sustainable? How do we make a product fun, educational

FINAL

GCSE

EXAM



Make:

Use a wide range

of skills, materials

and processes to

develop your

unique product.

Design:

Isometric projection.

CAD dev

Materials:

Testing / Modelling:

Use various testing and modelling methods to develop your product

(**(**(**(**)) Design:

Focus your idea on the work of famous designers, use architecture or product design as inspiration.

AMPLIFIER

PROJECT:

Testing / Modelling:

Will my product work? What

can I do to improve it?

Make:

Develop your design through iterative processes and modelling, testing & evaluating before making a final product.

Make:

Can you make an accurate

tools independently?

techniques to

Design:

Üsing removal

develop an organic shaped box based on nature & biomimicry

> **AMPLIFIER** PROJECT

Evaluate:

product using machines and What skills have you developed? Test your product and consider how you would improve it.

9

Evaluate:

How has CAD

/ CAM

helped you

make a

product?

PROJECT



Materials:

imbers - hard woods

nd softwoods, why do

Memphis

Clock Project

Design

Design:

Designing with restrictions

Orthographic Projection & Rendering

we use them?

Evaluate:

Materials:

Thermo Plastics why

do we use them?

Make:

Thermo - Forming

Shaping manufactured boards

Basic circuitry and soldering

At each stage of making, how can you improve your product? Would you change any thing?



Evaluate:

Does your product

work? How can you

fix problems?



Materials:

Working with metals,

cutting and finishing

techniques

Pewter

Casting

Develop independence in CAD using 2D design software to make complex design ideas.

What is an isometric projection? Develop design ideas using CAD.

Design: CAD

What is computer aided

design? Learn to use

the basics of 2D

software to design

products



Design:

Materials:

Working with **DIFFERENT TIMBERS** and circuitry to develop a working MOOD light.



projects. honing your practical skills, improving your resilience & problem solving whilst developing independence

in the

workshop.

Experience a

wide range of fun and exciting projects that teach you

valuable skills

in the workshop,

understanding

different materials and

how they work.

Work in more depth on

YEAR

Materials:

Vorking with acrylics, cutting and finishing techniques.



Holder

Evaluate:

What makes a good Trinket Box? How can you improve









Wood joints Use of hand tools and

Make:



CAD design

Rendering









What do you already know about DT?

What is Casting?

Flame-fast to create

final model!





Introduction to the workshop: Health and Safety



Shrewsbury Academy (10) Part of the Marches Academy Trust

Baseline Assessment: