



DESIGN TECHNOLOGY

<p>KS3 Y7 Design Technology</p>	<p>Name Plaque Investigating existing products and designers, what makes good design? How to plan your project, materials (WOOD) where it came from, where it can be used, how to work with and manipulate wood. 2D design (CAD/CAM) new technologies laser cutter.</p>	<p>TEXTILES - Please see the POS for Textiles</p>
<p>KS3 Y8 Design Technology</p>	<p>Automata Different types of movements, where movements can be seen and how they can be converted. How this is useful. How to use different machines in the workshop. Consider who we are designing for and what needs they might have.</p>	<p>TEXTILES - Please see the POS for Textiles</p>
<p>KS3 Y9 Design Technology</p>	<p>Clock Project Students design and make a clock based on a design movement or culture. Students are introduced to a variety of design movements where they then choose their favorite. This then used to inspire their own work. They will find out about plastics, where they come from, how they can be manipulated. Students will use hand techniques and CAD/CAM to produce a clock.</p>	<p>TEXTILES - Please see the POS for Textiles</p>
<p>KS4 Y10 Design Technology</p>	<p>Mock NON EXAM assessment. Students undertake a design and make activity that replicates what they will do for their GCSE. Students will learn the requirements and how to meet the criteria required at GCSE.</p>	<p>Students will have 5 theory booklets, which they will fill in for the 5 units of Work. An element of design and make will be incorporated into each section. For example a manufacturing task where they work as a production line, a 3d drawing unit, SMART material investigate. Tests will be given at the end of a section to mimic the GCSE.</p>
<p>KS4 Y11 Design Technology</p>	<p>Students will be working through a set brief given to them by AQA. They will also receive theory lessons once a week.</p>	