



KS3 Design Technology Learning Journey



Onto KS4

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



Design:
Design a range of promotional material for an event

Event Design:
Mini NEA project

NEA skills:
Developing skills to use at KS4

Evaluate:
What makes a good phone stand? How can you improve your skills?



Make:
Wood joints
Use of hand tools and machines

Design:
Designing for a client. What would they need out of a phone stand?

Phone stand:
What size is your phone?

Exam:
Year 9 yearly exam

YEAR 9



Make:
What is CAM? Use the laser cutter to produce your final product!



Evaluate:
Does your product work? How can you fix problems?

Biomimicry:
How can you imitate nature?

Design:
Design a range of jewellery / body adornment using nature to inspire you

Testing / Modelling:
Will my product work? What can I do to improve it?



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

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

Materials:
Metals classification
What is a ferrous metal?
Adding colour to metal - enamelling

In year 9 you will choose your options. You will be looking to deepen your understanding of DT in the world around us whilst developing products that help various needs and users. You will have 3 lessons a fortnight.

Materials:
Working with acrylics, cutting and finishing techniques.

Design: CAD
What is computer aided design? Learn to use the basics of 2D software to design products

Exam:
Year 8 yearly exam

Materials:
Polymers Classification.
What is a polymer?

CAD/CAM:
Introduction to acrylic pen



Materials:
Working with acrylics, cutting and finishing techniques.

Make:
What is CAM? Use the laser cutter to produce your final product!



Evaluate:
Does your product work? How can you fix problems?



Make:
Accuracy is key - Use of hand tools and machines

Materials:
Metals classification
What is a ferrous metal?

Design:
Isometric projection, CAD development



Pewter keyring:
Introduction to metals

Evaluate:
What makes a good toy? How can you improve your skills?



Make:
Accuracy is key - Use of hand tools and machines

Materials:
Wood classification.
Where does timber come from?



Work in more depth on projects, honing your practical skills, improving your resilience & problem solving whilst developing independence in the workshop. You will have 1 or 2 lessons a fortnight.

YEAR 8

Design: CAD
What is computer aided design? Learn to use the basics of 2D software to design products

Materials:
Polymers Classification.
What is a polymer?

CAD/CAM:
Introduction to acrylic pen

Evaluate:
What makes a good toy? How can you improve your skills?



Materials:
Wood classification.
Where does timber come from?

Flexible toy:
Introduction to the flexible toy project



Introduction to the workshop:
Health and Safety

Tools and equipment:
Introduction to tools and equipment in the workshop



Flexible toy:
Introduction to the flexible toy project



Design:
Designing for users
Rendering CAD design development

Experience a wide range of fun and exciting projects that teach you valuable skills in the workshop, understanding different materials and how they work. You will have 1 lesson a fortnight.

YEAR 7



Make:
Accuracy is key - Use of hand tools and machines



Design:
Designing for users
Rendering CAD design development

Tools and equipment:
Introduction to tools and equipment in the workshop



Baseline project:
A short introductory project to DT



welcome