



KS3 Design Technology Learning Journey

End of KS3 Test Progression to GCSE 9-1 Design Technology, L2 Engineering, L2 Textiles, L2 Graphics, L2 Construction, L2 Hospitality and Catering



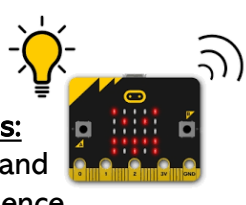
Food Practical
Explore your culinary skills by planning and making dishes such as fresh pasta, cottage pie, samosas, lasagne and Victoria sponge.



Product Design-Wooden Amplifier Project
Make and modify your own amplifier speaker for your mobile phone



Textiles Upcycling Revolution:
Eco festival project



Control Systems:
Microcontrollers and embedded intelligence

Evaluation: Evaluation and improvements to the functionality and aesthetics of the products



Year 9 lesson structure
Move around the department on a carousel cycle – You will visit Food, Textiles and Product Design throughout the year, giving you a great taste of things to come in KS4

YEAR 9



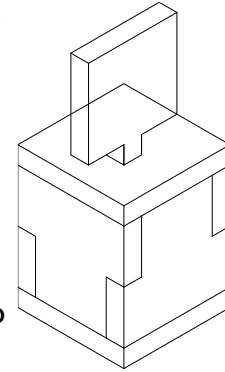
Nightlight Packaging: Making skills
Logo, branding and packaging. Hand skills and digital design

Nightlight: Making skills
CAD/CAM, hand tools, laser cutter, circuits, soldering

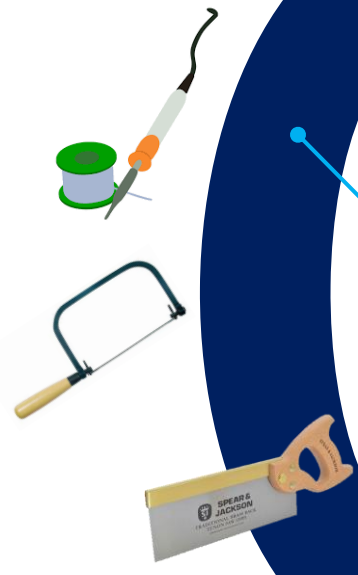


CAD DRAWING

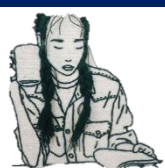
Design
Produce design ideas & technical drawings to help you plan, both by hand and by CAD



Nightlight: Working to a design brief
Research, design and develop a working nightlight using wood, plastics and electronics.



Nightlight: Make Tasks
Put your design ideas into practice using a range of materials, new tools, equipment and techniques.



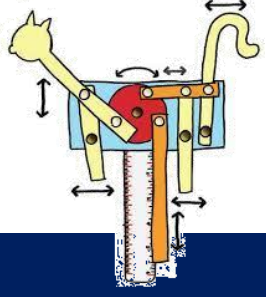
Stitch a Selfie:
Drawing with Stitch- Turn your selfie into an embroidered piece of Textiles.



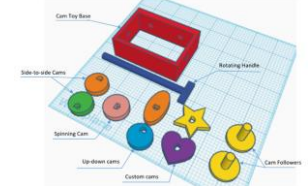
YEAR 8



Mechanisms - Pop-up Card
Explore paper engineering and mechanisms



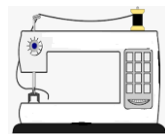
Mechanisms. Explore the power of linkages, CAMs, gears and levers through designing and making CAM toys and linkage puppets



New Techniques
Computer Aided Design, mechanisms and linkages, machine skills, pattern cutting, transfer printing, tie-dye, laser cutting.



Evaluate your outcomes
Modifications, further developments and improvements



CAD CAM Embroidery



Sustainable Design
Positive Vibes project



Graphic Design
An introduction to graphics – colour, typography, logos, branding

Make Task
Bring your designs to life using a range of materials, tools, equipment and techniques to create a prototype of your idea.



Design Task
Design and communicate your ideas through sketching and annotation



Responsible designers, sustainability, materials and biomimicry.



Workshop health and safety

Introduction
What is Design Technology?
Career pathways and the industry

CRITICAL THINKING

