Design Technology Year 8

Prior Learning

You have studied Biomimicry and how we can use this to inspire our designs. You have developed knowledge of how to use a range of tools safely and develop skills in applying a range of techniques in designing, cutting, and finishing.

We will be learning about...

During this rotation, we will be learning about electronics and developing knowledge of how to construct a circuit. The project will enable students to understand how electrical systems work. They will learn how to mark, cut out and join materials using tools and machinery safely and accurately. Using this, you will advance your skills in design, combining woodwork skills for example, cutting and finishing woodwork with electronics.

Combining woodwork skins for example, cutting and missing woodwork with electronics.									
Lesson	Key Learning	Homework							
Lesson	Project introduction	Literacy - Spellings (key							
1&2	 Product analysis 	words)							
	Writing a design brief								
Lesson	CAD - Producing a design idea	Literacy - Spelling test							
3&4	 How to use 2D design 	Energy Sources Research							
	ASSESMENT POINT 1 - Investigate &								
	Design								
Lesson	Electronics Theory	Literacy - Spellings (key							
5&6	INPUT - PROCESS - OUTPUT	words)							
	How to solder	Retrieval- Prior							
		knowledge check quiz							
Lesson	Soldering final circuit	Literacy- Spelling test							
7&8	 Producing a story board 								
Lesson	Marking out material	Flip Learning- Learning							
9&10	 Making product – Cutting individual pieces 	about designers							
Lesson	Applying finishing techniques to final	Retrieval- Knowledge							
11&12	product	check quiz							
	Evaluation of final product								
	 ASSESMENT POINT 2 - Make & 								
	Evaluate								
Lesson	Solving a problem through design	End of project.							
13&14									

Key Vocabulary										
Compone	CAD	LED	Acrylic	Evalua	Electricity	Specificatio	CAM			
nt				te		n				
Future Learning										
Year 9:		GCSE Product Design-			<u>Careers:</u> Product Designer, Architect,					
Sustainability		designing your own			Software Engineer, Civil Engineer, Website					
Project.		product against a brief.		rief. [Designer, Interior Designer, Games Designer					
				la	and many more					

Homework guidance

Students are given homework at regular intervals at least every two weeks throughout the project. The homework tasks are shared on synergy for both parents and students to access.

How can you help?

Parents can support their child in DT by talking to them about the project they are undergoing and encouraging them to do their best. If parents take an interest in their practical project work this helps to inspire and motivate students to excel in the subject. It is also helpful if students are provided with a quiet place to do their homework tasks. Many homework tasks can be researched by using google but there are some good sites which

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are free to access such as: 'Technology student.com' and 'Mr D & T'.