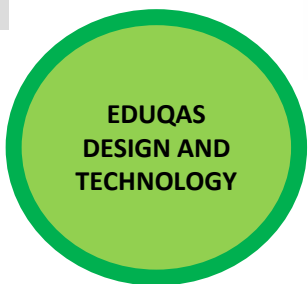


DESIGN TECHNOLOGY



OPTION CHOICES

KS4

DESIGN MUSEUM TRIP project



EDUQAS DESIGN AND TECHNOLOGY

EDUQAS FOOD AND NUTRITION

YEAR 10



Materials:
Timbers - hard woods and softwoods, why do we use them?

Cams / motions & movements: What do cams do? How do they work?



Design: Isometric projection, CAD development

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



Make: Can you make an accurate product using machines and tools independently?

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

DIETER RAMS LIGHTING PROJECT

Make: Addition processes & wood joints. Using skills to develop high quality craftsmanship products.

Design: Using removal techniques to develop an organic shaped box based on nature & biomimicry.

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

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

Make: Use a wide range of skills, materials and processes to develop your unique product.

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

Materials: Working with hardwoods and specialist timbers. Working properties and recognizing materials.

After choosing 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 users.

YEAR 9

GRAND DESIGNS CAD modeling PROJECT



Evaluate: At each stage of making, how can you improve your product? Would you change anything?

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



AUTOMATA project focusing on mechanisms

Design: Designing for a user and client. What is an isometric projection? Develop design ideas using CAD.



Smart Materials

BAUHAUS inspired material experimentation project

Make: Thermo - Forming Shaping manufactured boards Basic circuitry and soldering



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

ALESSI METAL KEY FOB

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

Evaluate: How has CAD / CAM helped you make a product?

LEGO LAND STEM TRIP project

YEAR 8

SCIENCE MUSEUM STEADY HAND GAME



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



Make: Wood joints Use of hand tools and machines



Design: Designing for users Rendering CAD design development



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

Materials: Wood classification. Where does timber come from?



ARTS & CRAFTS TABLET STAND PROJECT



HOLCOMBE GRAMMAR DESIGN + TECHNOLOGY

Introduction to the workshop: Health and Safety



Baseline Assessment: What do you already know about DT?



YEAR 7

KS3

Work in more depth on 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.

DESIGN TECHNOLOGY



HOLCOMBE
GRAMMAR
DESIGN +
TECHNOLOGY



KS4

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