

# **Design Technology Curriculum**

## **Key Stage Three**

Students will explore and investigate the key design principles throughout their three year program. As part of the curriculum they will have the opportunity to develop their making skills using a selection of materials. These will include food ingredients, fabrics, acrylics, and wood. They will explore electronic components and develop a solid understanding of the design and make process.

## **2016 – 2017 Curriculum**

Students will complete three extended design and make projects each year. As part of their learning they will develop a range of transferable design and evaluation skills that will be assessed during the year.

### **Year 7**

Food – Design and make a range of healthy dishes that are based on seasonal produce.

Textiles – Design and make a beanie hat for a chosen target group.

Systems & Control – Construct a simple circuit and design a casing for that circuit to form a torch.

### **Year 8**

Food – Design and make a range of healthy dishes that reflect the current healthy eating guidelines.

Systems and Control – Develop CAD design skills and explore how CAM can be used to make high a quality product.

Product Design – Design and make a simple wooden toy that includes moving mechanisms.

### **Year 9**

Food – Design and make a range of healthy dishes from a selection of different cultures.

Product Design – Design a simple container to “house” a constructed PCB in order to form a simple hand held game.

Textiles - Design and make a fabric container for an electrical appliance of their choice for example IPAD/ Mobile Phone or Kindle.