

DESIGN AND TECHNOLOGY

The emphasis in Year 7 is on carrying out focused practical tasks using a wide range of materials and components. The aim is to encourage students to gain confidence in the use of these materials and also in the use of the tools and processes used to shape, join and finish the materials. Students are encouraged to demonstrate safety and accuracy and develop their understanding of the materials, tools and techniques used. Within the Year 7 curriculum the emphasis is on gaining practical skills. These are expanded in further visits to the different areas during Years 8 and 9. Students are taught in mixed ability groups throughout Year 7 and will engage in most of the following Design Technology activities, though not necessarily in the order listed here. We are constantly reviewing our Design Technology curriculum and this may result in some minor changes to the activities listed below.

1. Electronics

Activity:

- Design and make a 'high tech' slimline torch for a wildlife charity

Likely homework tasks:

- To produce design ideas for the torch
- Research into wildlife charities
- Research into types of switches
- To produce a test sheet which can be used to evaluate the torch.



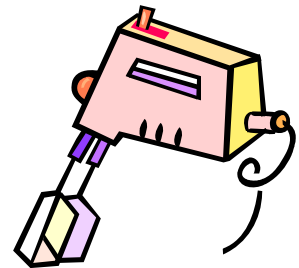
2. Food

Activity:

- Design and make a range of dishes that reflect current healthy eating guidelines

Likely homework tasks:

- To research into existing recipes and products
- To review some of the equipment used in food operation tasks
- To begin simple design tasks that allow the pupils to evaluate their own ideas
- To justify choices of ingredients
- To look at cost and availability of ingredients.



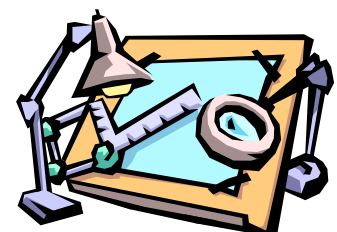
3. Graphics

Activity:

- To design and make a personalised door sign and packaging

Likely homework tasks:

- To research into suitable images
- To produce design ideas
- To produce a plan of making
- To evaluate the finished product.



4. Resistant Materials – metal

Activity:

- Design and make an item of enamelled copper jewellery based on natural forms

Likely homework tasks:

- To make a card model of jewellery item, plus a paper template
- To complete production worksheets on cutting, filing and enamelling
- Look at safety aspects of using machinery
- Evaluate designs and product.



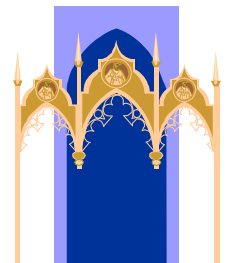
5. Textiles

Activity:

- Design and make a bowl and embellish with appliqué and embroidery. Use Medieval tiles and/or religious imagery as a starting point.

Likely homework tasks:

- Research medieval patterns/tiles and/or religious imagery and produce a page of visual research
- Use a flow chart or step by step instructions to explain how felt is made
- Hand embroider on felt
- Evaluate project.



Useful, but not essential, support materials:

Books:

- Reference books concerning the Natural World – plant life, sea life, etc
- Recipe books – to review existing products
- 'Starting CDT' textbook – available in school
- Old magazines and catalogues
- D&T information booklet provided by school and available on school intranet

Computer programmes:

- Internet – CD ROM – for research ideas
- Page Plus or Publisher – for Desk Top Publishing programmes for manipulating graphics on packaging outlines
- 2-D Design

