

DESIGN TECHNOLOGY

The emphasis in Year 8 is to build on the skills learnt in Year 7 through structured 'design and make' tasks. Pupils will revisit the areas of electronics, resistant materials, graphics, food and textiles during Year 8. Due to the rotational delivery model, the order of completion will vary from one teaching group to another. Pupils will follow the complete design process of research and analysis, design and development, planning, making and evaluating in each area. Below is a sample of the types of projects to be undertaken. They are currently under review to ensure full coverage of all aspects of Design Technology.

1. Electronics

Activity:

- Design and make a 'high tech' timing device

Likely homework tasks:

- Product analysis
- Market research
- Producing ideas for a timer
- Planning worksheets.



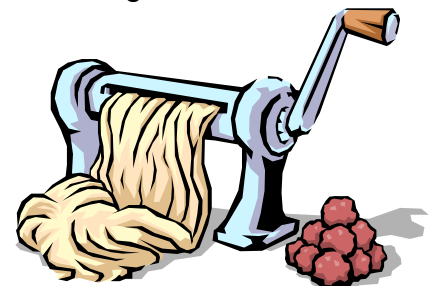
2. Food

Activity:

- Design and make a dish that uses staple foods as its main ingredients

Likely homework tasks:

- Research pasta, flour, rice, potatoes
- Market research
- Recipe development
- Costings exercise
- Sensory evaluation of final product
- Nutritional analysis.



3. Graphics

Activity:

- Design and make a board game and packaging using CAD/CAM

Likely homework tasks:

- Existing product analysis
- Market research
- Design ideas for the new product
- Step by step plan of making
- Evaluation.



4. Resistant Materials

Activity:

- Design and make a wooden storage box for small items based upon a chosen culture and aimed at a particular target audience

Likely homework tasks:

- Research into items to be stored and existing containers
- Produce ideas
- Draw final design for storage box as an isometric drawing
- Record making different joints on mini box practice piece
- Evaluate the making.



5. Textiles

Activity:

- Design and make a doll using ugly doll pattern as a starting point

Likely homework tasks:

- Collect research
- Draw final design for doll
- Mount and evaluate fabric samples
- Plan the making of the doll
- Evaluation of the final item.



Useful, but not essential support materials:

Books:

- Reference books and magazines to support research into the themes mentioned
- Recipe books – to review existing products
- ‘Starting CDT’ textbook – available in school
- Old catalogues e.g. Argos, Index
- D&T information booklet provided by school and available on school intranet.

Computer programs:

Internet and CD ROM – for research ideas

- Page Plus or Publisher – Desk Top Publishing programmes for manipulating graphics on packaging outlines
- 2-D Design.