

HELLO

PERSONAL SAFETY
You will develop skills and knowledge of how to work in this new environment keeping yourself and others safe.

Developing all existing skills acquired during KS1 and the start of KS2 (in the first school setting,) through specialist teaching in middle school.

Year 5

Chocolate Wrapper design
You will learn how use graphical techniques to create informative and decorative designs as illustrated in the many existing wrappers.

D&T LEARNING JOURNEY

Chocolate Wrapper making
You will learn how to manipulate media to construct a 3D container using existing scissor skills and introducing more advanced knife and board techniques

Rolling Ball Game
You will learn some wood working basics with the design and construction of this wooden game. You will be taught how to use marking out tools, general wood saws, wood files, gluing techniques as well as decorative elements including paint.



PERSONAL SAFETY
You will build upon previous skills and knowledge of how to work in this unusual environment keeping yourself and others safe.

Year 6

Money Box Project
For this project you will learn more of the design process that all items are designed against. You will discover that its not just about making a money box but about designing to given criteria, set by another person. This will require a lot of background work, completion of a design folder, before any making takes place.



KS3 D&T will build on the skills and techniques you have developed in Years 5 and 6 to prepare you for GCSE study.

Key Fob Project
Create a tag for a set of keys using Acrylic materials. Develop skills using new tools to measure, mark and cut out said material.

Mini Light Project
You will undertake a design and make assignment where you will explore basic electronic circuits using modern man made materials .

Machinery
You will be introduced to different machines during this year: namely a Pillar Drill and Hegner electric saw. These should allow you to work faster and more accurately.

Visiting the high school within our partnership
Allows students access to designs done by past students giving them an insight into possible future aspirations.

Year 7

Packaging
Looking at the history of the box, how it has developed over the past 100 years or so and what do we expect to see in the future.

The department has a wide range of resources to help you with your studies, from design history books, books on specific design houses, a school library of others resources, not forgetting the use of the IT rooms or laptops/ I pads for research. Why not select a specific designer and discover more about them during Reading Time?



Year 9 will build on all of your art skills and develop knowledge that you acquired in middle school.

Year 8

During your time in KS3 you will have the opportunity to join our Robotics club, an extra curricular session building, programming and competing in challenges with and against other schools.

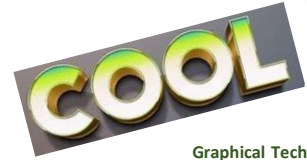


Balance Toy
An introduction to developing skills and techniques whilst working in metal. Two types namely Brass and Copper coated Mild Steel. Developing more tool skills using Hack saw, Taps & Die set, emery cloth to polish.

Clock
Usually the final project allowing the students to apply all their previous learning and knowledge into a keepsake product. This will be a design and make product, students will work on A3 paper, preparing them for work in Y9.



Ready for the next step
Fully equipped to tackle the remaining year of KS 3 and make the all important choices for KS4



Graphical Techniques
Building on previous work you will examine new and existing ways of presenting written word through differing techniques.

Point of Sale displays
Marketing plays a major part in the stages after design and making have ended. How do our products reach the market place. Undertake a short research task giving historical, present and future examples.



Steady Hand Game
Design and make project building on previous electronic skills to build a challenging game to test your nerves. New skills will include soldering and using Vacuum Former to create new shapes in High Impact Polystyrene.

Using 2D Design
Introduction to a design software package which will enable students, with practise, to design and make products using a laser cutter.

