# **Design Technology Year 8**

## **Prior Learning**

You have studied Biomimicry and how we can use this to inspire our designs. You have developed knowledge of how to use a range of tools safely and develop skills in applying a range of techniques in designing, cutting, and finishing.

### We will be learning about...

During this rotation, we will be learning about electronics and developing knowledge of how to construct a circuit. The project will enable students to understand how electrical systems work. They will learn how to mark, cut out and join materials using tools and machinery safely and accurately. Using this, you will advance your skills in design, combining woodwork skills for example. cutting and finishing woodwork with electronics.

Lesson	Key Learning	Homework		
Lesson	Project introduction	Literacy- Spellings (key		
1&2	<ul> <li>Product analysis</li> </ul>	words)		
	Writing a design brief			
Lesson	CAD - Producing a design idea	Literacy- Spelling test		
3&4	How to use 2D design	Energy Sources Research		
	<ul> <li>ASSESMENT POINT 1 - Investigate &amp; Design</li> </ul>			
Lesson	Electronics Theory	Literacy- Spellings (key		
5&6	<ul> <li>INPUT - PROCESS – OUTPUT</li> </ul>	words)		
	How to solder	Retrieval- Prior knowledge		
		check quiz		
Lesson	Soldering final circuit	Literacy- Spelling test		
7&8	<ul> <li>Producing a story board</li> </ul>			
Lesson	Marking out material	Flip Learning- Learning about		
9&10	<ul> <li>Making product – Cutting individual pieces</li> </ul>	designers		
Lesson	Applying finishing techniques to final product	Retrieval- Knowledge check		
11&12	Evaluation of final product	quiz		
	ASSESMENT POINT 2 - Make & Evaluate			
Lesson	Solving a problem through design	End of project.		
13&14				

Key Vocabulary										
Component	CAD	LED	Acrylic	Evaluate		Electricity	Specification	CAM		
Future Learning										
Year 9:		GCSE Product Design-			<u>Careers:</u> Product Designer, Architect, Software					
Sustainability		designing your own product		Engineer, Civil Engineer, Website Designer, Interior						
Project.		against a brief.		Designer, Games Designer and many more						

#### Homework guidance

Students are given homework at regular intervals at least every two weeks throughout the project. The homework tasks are shared on synergy for both parents and students to access.

# How can you help?

Parents can support their child in DT by talking to them about the project they are undergoing and encouraging them to do their best. If parents take an interest in their practical project work this helps to inspire and motivate students to excel in the subject. It is also helpful if students are provided with a quiet place to do their

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homework tasks. Many homework tasks can be researched by using google but there are some good sites which are free to access such as: 'Technology student.com' and 'Mr D & T'.