



Marshall's Park Academy - Curriculum Overview

Subject: Design and Technology

Year Group: 8



Students will be introduced to the workshops and graphics room. They will focus on a mixture of theory and practical skills. Projects will begin with theory and then move on to the design process. They will then complete the practical element and finish the topic off with an evaluation. The evaluation allows students to become accustomed to critiquing their work and using keywords to explain technical processes. This is expected to be completed at a much higher level.

Students will follow on from what they have been taught last year. There is an opportunity to recap skills and knowledge learnt previously. More technical aspects have been introduced this year and accuracy is needed in order to create a functional product. Electronic circuits have been introduced as well as a textiles project.

TERM 1 TECHNICAL DRAWING/GRAPHICS	TERM 2 STEADY HAND GAME	TERM 3 TEXTILES
<p style="text-align: center;">KNOWLEDGE/SKILLS</p> <p>Students are introduced to & able to practice a range of drawing & presentation techniques. They can then apply some of these skills to drawing text, interiors & cityscapes highlighting the careers links within D&T</p> <p>Theory content Freehand, Isometric, Crating, 1 & 2 point perspective, Rendering</p>	<p style="text-align: center;">KNOWLEDGE/SKILLS</p> <p>Draw out PCB, Explain production process, Solder components following circuit diagram. Use of resistor colour code. Make simple casing (bridle or half lap joint). Design maze & assemble</p> <p>Theory content CORE systems & Control INPUT > PROCESS > OUTPUT. Environmental / Sustainability impact of electronic products</p>	<p style="text-align: center;">KNOWLEDGE/SKILLS</p> <p>Students are introduced to & able to practice a range of textile techniques, resulting in a collection of their own woven, embroidered, dyed & printed swatches. They can then apply some of these skills to design & produce a plushie toy.</p> <p>Theory content Textile construction & embellishment techniques: weaving/knitting/felting, embroidery & applique, tie dye, block printing. The impact of culture on fashion & trends. Nesting & tessellation of parts to avoid waste.</p>
<p style="text-align: center;">KEY ASSESSMENTS</p> <p>HALF TERM 1 & 2 Design communication & presentation research Independent Practice of each technique</p>	<p style="text-align: center;">KEY ASSESSMENTS</p> <p>HALF TERM 1 Components research Bridle joint & Half lap joint Design ideas</p> <p>HALF TERM 2 Circuit Final product Test</p>	<p style="text-align: center;">KEY ASSESSMENTS</p> <p>HALF TERM 1 Textile culture & construction research weaving/knitting/felting, embroidery & applique, tie dye, block printing</p> <p>HALF TERM 2 Design ideas Final Product Evaluation</p>



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Extended reading suggestions and links to external resources:

