

ESIGN TECHNOLOGY



Core content and specialist knowledge: Revise and practice

exam papers in

final exam in DT.



EXAM

REVISION

Gain feedback throughout your project, and test your final product have you met your

AO3: Evaluate &

Test:



AO2: Realise Design ideas:

Manufacture your product using skills and processes used throughout your DT journey.

Develop Design Ideas: Develop your sketches and communicate ideas. Developing

them using modelling



AO1: Specification & Brief: Clarify the needs and wants of the project writing your own brief & specification

NEA

COURSEWORK



Follow on from your summer task to further understand the context. Client interviews, product, site analysis and designer research



Initial Concept

Sketches: What ideas do you have already? Can you visualize them?



Design:

Designing for children. How do we make a product fun, educational and safe?

WIGGLES

WOODEN

TOY

What materials will be

FINAL

GCSE

EXAM

appropriate for your product? What materials are sustainable?

Materials:



Testing / Modelling:

Use various testing and modelling methods to develop your product

Design:

Focus your idea on the

work of famous

designers, use

architecture or product

design as inspiration.



Use a wide range of tools and processes to produce your final product. You decide! 100°



DESIGNER

LIGHTING

Design: Reference key

design movements top to develop a stylish functional product.

Design:

Using removal

techniques to

develop an organic shaped

box based on

nature &

biomimicry

Materials / Make:

Use materials you have not combined before such as concrete, acrylic and timber to develop a unique stylized product.



GCSE NEA

Investigate the design

possibilities: What is the design context? What research can you carry

out to gather ideas?.

Make: Develop your design through iterative testing & evaluating

processes and modelling, before making a final product.

Make:

BOX PROJECT:

Swing Box

Addition processes & wood joints. Using skills to develop high quality craftsmanship products. CONTEXTS

Design: Practicing Isometric

Projection and rendering skills. Orthographic

Materials: projection.

Working with hardwoods and specialist timbers. Working properties and recognizing materials.

Materials:

Timbers - hard woods

and softwoods, why do

we use them?

YEAR

Design:

CAD deve Cams / motions &

Make:

Use a wide range

of skills, materials

and processes to

develop your

unique product.



BOX PROJECT:

Designer Box

Testing / Modelling: Will my product work? What can I do to improve it?



Can you make an accurate product using machines and tools independently?



Evaluate:

What skills have you developed? Test your product and consider how you would improve it.

BOX PROJECT: Lift lid Box

After choosing options in year 8. focus vour studies in GCSE DT in years 9 11, through exciting, real life projects. Deepen your understanding of DT in the world around us whilst developing products that help various

Work in more depth on projects, honing your practical skills,

improving you

resilience &

problem

solving whilst

developing

independence

in the

workshop

MECHANICAL TOY PROJECT

Evaluate:

At each stage of making, how can you improve your product? Would you change any thing?



Evaluate:

Does your product

work? How can you

fix problems?



Develop independence in CAD using 2D design software to make complex design ideas.

Materials:

Working with acrylics,

cutting and finishing

techniques

CAD

CLOCK

PROJECT



Designing for a user and client. What is an isometric projection? Develop design ideas using CAD.



Design: CAD

What is computer aided

design? Learn to use

the basics of 2D

software to design

products

Materials:

9

Evaluate:

How has CAD

/ CAM

helped you

make a

product?

Working with acrylics and circuitry to develop a working night light.

NIGHT LIGHT **PROJECT** needs and users.

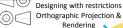


Make: Thermo - Forming

movements: What do cams

do? How do they work?

Shaping manufactured boards Basic circuitry and soldering



Materials: Polymers Classification What is a polymer?



TORCH **PROJECT**

Design:



frame? How can you improve your skills?





Wood joints Use of hand tools and machines



Designing for users Rendering CAD design development



Where does timber come from?

PICTURE **FRAME** PROJECT

> the workshop: Health and Safety **Baseline Assessment:** What do you already

know about DT?

Introduction to

Make:

What is CAM? Use the

laser cutter to produce

your final product!

Experience a wide range of fun and exciting projects that teach you valuable skills in the workshop, understanding different how they work.