

DESIGN TECHNOLOGY



Core content and specialist knowledge:
Revise and practice exam papers in preparation for your final exam in DT.

FINAL GCSE EXAM

EXAM REVISION

AO3: Evaluate & Test:
Gain feedback throughout your project, and test your final product – have you met your brief?

AO2: Realise Design ideas:
Manufacture your product using skills and processes used throughout your DT journey.

AO2: Generate & Develop Design Ideas:
Develop your sketches and communicate ideas. Developing them using modelling techniques

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

AO1: Research & investigation
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 visualise them?

Investigate the design possibilities:
What is the design context? What research can you carry out to gather ideas?

KS4

After choosing options in year 9, focus your studies in GCSE DT in years 10 & 11, through exciting, real life projects. Deepen your understanding of DT in the world around us whilst developing products that help various needs and users.

Work in more depth on projects, honing your practical skills, improving your resilience & problem solving whilst developing independence in the workshop.

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



Design:
DeD

Materials:
What materials will be appropriate for your product? What materials are sustainable?



Testing / Modelling:
Use various testing and modelling methods to develop your product

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



Design:
Reference key design movements to develop a stylish functional product.

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



WOOD PROJECT: Oak Box

GCSE NEA CONTEXTS

DESIGNER LIGHTING



Assessment:
What have you learnt about DT?

Make:
How to cut and shape steel. What is riveting and what other joining methods are there?



Design:
Follow a set shape to the millimeter. How accurate can you be in the manufacture?

Make:
Develop your design through iterative processes and modelling, testing & evaluating before making a final product.



Design:
Using removal techniques to develop bird box based on design movements.

3D Model:
Use a wide range of skills, materials and processes to Focus you develop your unique product.

Design:
The work of famous designers, use architecture as inspiration.

YEAR 10

METAL PROJECT: Garden Plaque

WOOD PROJECT: Bug Hotel

GRAPHICS: Google Sketchup Orthographic

Make:
Wood joints Use of hand tools and machines



Evaluate:
What makes a good box? How can you improve your skills?

Assessment:
What have you learnt about DT?

Research & investigation
Looking at existing products and client themed research.



Make:
What is lamination? How does it add strength?

Evaluate:
What other techniques could be used? How can you improve?



YEAR 9

ACRYLIC PROJECT: Jewellery

Draw:
What is Orthographic Projection?

ELECTRONICS PROJECT: Steady Hand Game

Make:
How make realistic models. Do we need to use CAD/CAM?



Design:
How to generate designs and how to be an iterative designer

Design:
What is Typography and why is it important? Designing for a user and client.

Assessment:
What have you learnt about DT?



Draw:
How to draw In 2 Point Perspective



GRAPHICS: Chocolate bar packaging

LEGO!

Design: CAD
What is computer aided design? Learn to use the basics of 2D software to design products

Make:
Use of hand tools and machines

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

Materials:
Working with acrylics, cutting and finishing techniques.

Make:
What is CAM? Use the laser cutter to produce your final product!

Evaluate:
How has CAD / CAM helped you make a product?

SYSTEMS: Jam Jar Sweet Dispenser

POLYMERS: CAD Jewellery

YEAR 8

Make:
Use of hand Tools.

Assessment:
What have you learnt about DT?



Design:
Designing for users Rendering design development



Research & investigation
Looking at existing products and client theme research.



Assessment:
What have you learnt about DT?

Shading:
How to enhance 3D drawing



Design:
3D Drawing in Isometric & Oblique

PRESENTATION SKILLS

Introduction to the workshop:
Health and Safety



YEAR 7

KS3