DESIGN & TECHNOLOGY

Key Stage 3 Learning Journey

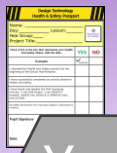
The Arts and Culture Faculty
Craft, Design & Technology Department
• Love to Learn • Be Creative • Aspire to be More
Putting every child on the path to a happy, successful and fulfilling life.

Year 9 — Design Play Lab

Exploring Play as Learning



Health & Safety



Making & Assembly





2-3-5 Design-led Oracy

2D DESIGN

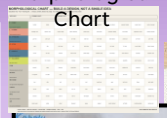
TINKERCAD





Testing – foci Action & Feedback

Ideate Morphological Chart

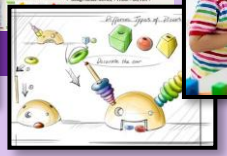




Prototyping Actions/ Mechanisms

Design Brief – Aims/Objectives





Exploring principles & drawing devices

User Profiles & Experiences

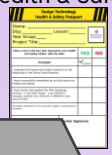




Design Comprehension & Development

Year 8 — Adaptive Gaming Device

Health & Safety



Research



Case Study Accessibility Community



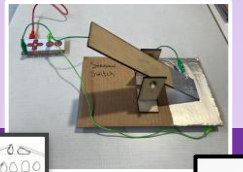
Design Principles



‘Makey Makey’



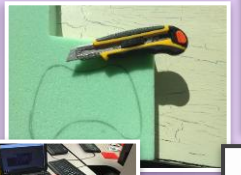
Prototyping



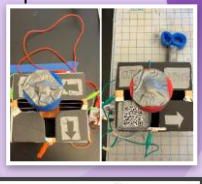
Testing



Foam Modelling



Design Implementation



Ideate





Drawing for Design

TINKERCAD





Hot Wire Cutter



Year 7 — We Are The Ark – Eco Products

Machinery





2D DESIGN



CAM: Computer Aided Manufacture



CAD: Computer Aided Design

Practical Skills



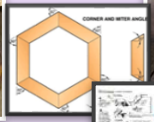
Hand Tools





Softwoods, Plywood & Boards

Applied Mathematics







Design Ideas Sketch & Render

Selecting Materials







Mini Flower Press

Environmental Science Research



Applied Sciences

Design Principles

Health & Safety

D&T, Textiles, and Food Tech rotate every two Terms approximately 12 Weeks