



## **Curriculum Narrative-**

**Subject:** Design and Technology **Year:** 8 **Author:** H.Drewery

## Key Knowledge Pupils will know

# **Key Skills**Pupils will be able to

## **Key Threshold Concepts:**

### **Subject Skills:**

• Develop, plan, and communicate ideas

• Work with tools, equipment, materials, and components to make quality Products

- Know and understand materials and components
- Evaluate processes and products



Our KS3 learners are taught to work with a wide range of materials such as wood, metal, plastic and graphic materials. They will learn new practical skills to support constructing and communicating their designs.

The skills which are taught are based around designing and making, they include:

- Health and Safety rules when using equipment and machines in a workshop environment
- An understanding of materials and their properties
- Accurately measuring and marking out a wide range of materials
- Cutting and shaping of a varied range of materials, such as; wood, metal, plastics, card and paper
- Evaluating existing and self-made products.

### **Subject Specific Knowledge and Sequencing:**

## KS3 all have 5 week rotations with Art, Tech, ICT, PSHE and Food

## **Rotation 1:**

**Topic:** Textiles (practical-Cushion)

<u>Key Concepts:</u> Understand develop and communicate design ideas using annotated sketches, detailed plans, tools and equipment, printing techniques and quality checks.

<u>Key Knowledge:</u> looking into where textiles come from, tools and equipment, sewing techniques, pinning and tacking, improving aesthetics including the heat press process.

<u>Homework Project:</u> A booklet explaining different ways you can add detail and design to fabric.

#### **Rotation 2:**

<u>Topic:</u> Revisiting Wood (Bird box practical)
<u>Key Concepts:</u> Understanding Softwoods and hardwoods and connecting wood.

### **Prerequisites and Spiral Teaching:**

- Students will start year 8 with basic knowledge in wood, metals, plastic.
- Variety of different drawing techniques including isometric and 2d sketching.
- Understanding the concept behind a practical and the order of the design cycle
- Building on previous learning from year 7 through basic drawing skills, practical skills including materials uses and properties and appropriate tools and equipment.
- In year 8 pupils will also build on evaluation skills and evaluate and reflect and the processes and techniques used for each project

### **Cross-Curricular Knowledge Links**

- English- Evaluating, Speaking and listening skills
- Maths- Measuring skills, isometric drawings (3d shapes) analysing data
- Science- Systems & Control
- **Art/History-** Design movements
- Citizenship- Communication skills/Teamwork





<u>Key Knowledge:</u> Types of wood, Tools and equipment, Finishing techniques, quality checks, evaluating and reflecting on skills.

- **Geography-** Environmental impacts, Sustainability and recycling
- ICT- Use of Microsoft Office, Adobe Software

<u>Homework Project:</u> A Bird box manufacture diary and a Poster advertising the product and brand

## Reading Lists / Sources / Reading around the subject recommendations:

- Pop Art (Art Revolutions) by Linda Bolton
- Basic technical drawing by McGraw-Hill Education
- CGP Design and Technology Revision guide and workbook
- D&T app for smartphones
- www.bbcbitesize.co.uk
- www.technologystudent.co.uk
- www.ncfe.co.uk
- www.aqa.co.uk