

Subject Area : Design & Technology

Year Group : 7	Unit of Work : Desktop Toy
Half Term : 1, 2 and 3 18 weeks	Skills: <ul style="list-style-type: none"> ▪ Introduction to the project aims and expectations ▪ Discover what is meant by traditional products ▪ Demonstrate your understanding of the Design Brief by selecting a specific end user and writing a detailed Design Specification ▪ Develop your understanding of ACCESSFMM ▪ Discover the limitations and constraints of the project ▪ Develop your a range of 4 distinctly different ideas for a desktop toy using your homework as inspiration ▪ Demonstrate your analysis skills by annotating each of your design ideas referring to your design specification ▪ Discover how to annotate your ideas in detail ▪ Demonstrate your self-analysis skills by annotating your x4 completed design ideas using ACCESSFMM ▪ Develop your analytical skills through self and peer assessment of your ideas to decide which idea to proceed with. ▪ Discover how to render your ideas in detail ▪ Demonstrate your new skills by rendering your x4 completed design ideas using shade and tone ▪ Develop your rendering skills through self and peer assessment of your ideas to decide which idea to proceed with. ▪ Discover the basic principles of isometric sketching ▪ Demonstrate your understanding of shade and tone and the use of thick and thin lines ▪ Develop your 3D drawing skills by sketching your final design using the isometric principles ▪ Discover how to identify if your design meets the requirements of the design specification ▪ Demonstrate your understanding of the design specification by creating a template to transfer your design onto your piece of pine ▪ Develop your skills in marking up your piece of pine ready for manufacture ▪ Discover the Health & Safety rules of the workshop ▪ Demonstrate your understanding of working with accuracy by safely removing excess pine from your block ▪ Develop your practical skills by using the pillar drill, a tenon saw and a coping saw ▪ Discover the Health & Safety rules of the workshop ▪ Demonstrate your understanding of working with accuracy by safely removing excess pine from your block ▪ Develop your practical skills by using the pillar drill, a tenon saw and a coping saw ▪ Discover how to achieve a smooth texture on your pine ▪ Demonstrate your understanding of workshop H&S by working safely and independently ▪ Develop your practical skills by achieving a smooth textured surface ready to apply polish next lesson ▪ Discover how you can prolong the life of your product by applying a protective finish ▪ Demonstrate your creativity by using various materials to create additional features for your products ▪ Develop your product by adding appropriate features to complete your desktop toy ▪ Discover the importance of combining components

	<ul style="list-style-type: none"> ▪ Demonstrate your practical skills by accurately assembling your desktop toy ▪ Develop your product by adding features and components to improve its overall appearance/function ▪ Discover the most suitable language for effective reflection ▪ Demonstrate your ability to evaluate your product (desktop toy) and the process (how you made it) against your Design Specification ▪ Develop your assessing skills by providing two other students with feedback
Reasons behind order of topic in this half term	
<ul style="list-style-type: none"> • Pupils complete a short unit of work based on the function of packaging. This work is revised to complete a baseline test at the start of the year. • Pupils develop design skills in the Design and Manufacture of a Desktop Toy. The pupils then move onto the properties of materials. 	

Subject Area : Design & Technology	
Year Group : 7	Unit of Work : Cotton Cushion Cover
Half Term : 4, 5 and 6 18 weeks	<p>Skills :</p> <ul style="list-style-type: none"> ▪ To understand the design and make task ▪ To discuss the importance of health and safety in the textiles room ▪ To locate the parts of the sewing machine ▪ To understand the term and method of resist dye ▪ To produce an interesting tie dye ▪ To understand how to gather relevant research ▪ To create design block print ideas ▪ To refer to your mood board for inspiration ▪ To describe your design ideas through annotation ▪ To learn how to produce a double turned hem ▪ To demonstrate safe use of the tools and equipment ▪ To create a neoprene block ▪ To understand how to block print ▪ To produce an accurate repeat block print ▪ To demonstrate how to produce a double turned hem ▪ To produce a double turned hem ▪ To demonstrate safe use of the tools and equipment ▪ To create a final design ▪ To construct cushion cover ▪ To produce an envelope back panel using the sewing machine ▪ To develop knowledge on cotton and fibres ▪ To demonstrate accurate machine sewing ▪ Learn how to evaluate a finished product
Reasons behind order of topic in this half term	
<ul style="list-style-type: none"> • Pupils have gained an understanding of design. Pupils have the confidence to use ACCESSFM to design and construct their own product. Pupils have a better understanding of material properties. 	