

## Subject Area : Design &amp; Technology

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

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

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