## Curriculum implementation for Core Design and Technology – Year 8



A well sequenced and logical curriculum that builds knowledge and skills over time.

Assessment centred around the KS3 curriculum Principles of Knowledge, design, make and evaluate.

Year 8 Design Technology	Topics/Units to be taught Each unit below is taught over a block. Students experience a rotation system through the projects.	Making skills to be developed (health and safety)	Assessment	Prepares the way for	Wider Curriculum Links (other curriculum areas, industry, big characters, real life, trips, guest speakers)		
Money Box overview:	Students are to design and make a money box using a range of skills. Ideas will be generated using 3D CAD software						
12-14 weeks 2, 100 minute lesson per fortnight. 10 weeks – 10 lessons	Knowledge:         •       Natural timbers         •       Addition         •       Polymers         •       Quality control         Design:       •         •       Design using isometric sketching         •       Design using isometric sketching         •       Design using isometric sketch         Make:       •         •       Half lap joint         •       Temporary joints         •       Drilling         •       Pillar drill and flat bits         •       Scroll saw         Evaluate:       •         •       Peer evaluation of designs         CHALLENGE TASK: Use CAD software to create a camera         using the revolve function	<ul> <li>Marking out with a marking gauge</li> <li>Tenon saw and bench hook</li> <li>Drilling</li> <li>Sanding/ Sanding machine</li> <li>Router</li> <li>Scroll saw/ Coping saw</li> <li>Pillar/Bench drill</li> <li>Filing</li> </ul>	<ul> <li>This unit has three formal assessment areas:</li> <li>A02a Design ideas using CAD</li> <li>A02e – Making skills</li> <li>A03f – Evaluation of outcome</li> <li>Throughout the project, students will be given verbal feedback on their progress.</li> <li>At assessment points students will receive a highlighted success criteria. Green is achieved and red is next steps.</li> <li>Students will feedback from a teacher led question which identifies common mistakes. Written in green pen.</li> <li>The end of unit test is a gauge of knowledge acquired within that unit.</li> </ul>	<ul> <li>Improved workshop knowledge and understanding of working practically.</li> <li>Improved Knowledge, understanding and practice of Health and Safety.</li> <li>Improved Independence</li> </ul>	<ul> <li>English – Written explanations of work.</li> <li>Self/peer assessment.</li> <li>Maths- Using measurement with precision and with tolerance.</li> </ul>		
Light 13-14 weeks 2, 100 minute lesson per fortnight. 4 weeks - 4 lessons	Students are to make a light using the process of soldering         Knowledge:         •       Inputs         •       Processes         •       Outputs         Make:       •         •       Coping / scroll saws         •       Disc sander         •       Plastic oven         •       Drilling holes         •       Soldering         •       Hole saw	<ul> <li>Using the scroll saws/ coping saws safely</li> <li>Soldering</li> <li>Using the cordless power drills with drill bits and hole saws</li> <li>Plastics oven for bending acrylic</li> </ul>	This unit has 2 formal assessment areas:         ➤       A02e – Making skills         ➤       End of unit test on knowledge         Throughout the project, students will be given verbal feedback on their progress.         At assessment points students will receive a highlighted success criteria. Green is achieved and red is next steps.         Students will feedback from a teacher led question which identifies common mistakes. Written in green pen.         The end of unit test is a gauge of knowledge acquired within that unit.	Understanding electronic systems and how circuits work.	<ul> <li>English – Written explanations of work.</li> <li>Self/peer assessment.</li> <li>Maths- Using measurement with precision and with tolerance.</li> <li>Science – (Inputs/ processes and outputs)</li> </ul>		
Tote bag 13-14 weeks 2, 100 minute lesson per fortnight. 4 weeks - 4 lessons	To use the correct tools and equipment to manufacture a tote I         Knowledge:       •         •       Batik         •       Batik and culture         Design:       •         •       Design ideas in 2d         Make:       •         •       Sewing machines         •       Hand sewing         •       Batik         Evaluate:       •         •       Evaluation if ideas         •       Peer evaluation	<ul> <li>bag which uses Batik as decoration</li> <li>Using Batik wax pots safely</li> <li>Using sewing machines including threading and adding thread to the bobbin.</li> <li>Dyeing fabric</li> </ul>	This unit has 2 formal assessment areas:         > A02e – Making skills         > A03f – Evaluation of ideas         Throughout the project, students will be given verbal feedback on their progress.         At assessment points students will receive a highlighted success criteria. Green is achieved and red is next steps.         Students will feedback from a teacher led question which identifies common mistakes. Written in green pen.         The end of unit test is a gauge of knowledge acquired within that unit.	<ul> <li>Threading sewing machines correctly.</li> <li>Using quick unpicks when mistakes are made</li> <li>Practising different stitch types.</li> </ul>	<ul> <li>English – Written explanations of work.</li> <li>Self/peer assessment.</li> <li>Maths- Using measurement with precision and with tolerance.</li> <li>Geography - Culture</li> </ul>		

	CHALLENGE TASK: Colour mixing						
Layered	To use CAD/CAM fabric pieces to create a layered garment usin	g specialist techniques	•				
garments							
	<ul> <li>Knowledge:         <ul> <li>Vivienne Westwood</li> <li>Draping</li> <li>Stitching types</li> <li>Pleating</li> <li>Gathering</li> <li>CAD/ CAM</li> <li>Fasteners</li> <li>Design:                 <ul> <li>Iterative design</li> </ul> </li> <li>Sewing machines</li> <li>CAM pieces and sewing together to make a garment.</li> <li>Evaluate:</li></ul></li></ul>	<ul> <li>Laser cutting</li> <li>Using sewing machines including threading and adding thread to the bobbin.</li> <li>Hand stitching</li> <li>Attaching fasteners</li> </ul>	<ul> <li>This unit has 3 formal assessment areas:</li> <li>A02a - Design and develop</li> <li>A02c - Make</li> <li>A03 - Evaluate</li> <li>Throughout the project, students will be given verbal feedback on their progress.</li> <li>At assessment points students will receive a highlighted success criteria. Green is achieved and red is next steps. Students will feedback from a teacher led question which identifies common mistakes. Written in green pen.</li> <li>The end of unit test is a gauge of knowledge acquired within that unit.</li> </ul>	<ul> <li>Threading sewing machines correctly.</li> <li>Using quick unpicks when mistakes are made</li> <li>Practising different stitch types.</li> <li>Practice NEA pages</li> <li>Specialist textiles knowledge</li> </ul>	<ul> <li>English – Written explanations of work.</li> <li>Self/peer assessment.</li> <li>Maths- Using measurement with precision and with tolerance.</li> </ul>		
	garment						
Food	Students will be continuing to develop knowledge and understa	anding of food preparation and nutrition	. Students will be given the opportunity to develop their know	ledge from year 7, building on skills a	as well as learning new ones.		
<ul> <li>13-14 weeks</li> <li>2, 100 minute</li> <li>lesson per</li> <li>fortnight.</li> <li>4 weeks -</li> <li>4 lessons</li> </ul>	Knowledge:         •       Recap of year 7 learning         •       Seasonality and food miles         •       Food provenance         •       Factors affecting food choice         •       Sensory analysis         •       Religion and food         •       Bread Science         •       Food labelling         •       Bread experiment         Design:       •         •       Own menu based on a chosen culture (homework)         Make:       •         •       Bread rolls (assessed)         •       Burgers         •       Cookies         •       Bread and butter pudding         Evaluate:       •         •       Sensory evaluation for each practical dish         CHALLENGE TASK/S:       Various attached to each point above	<ul> <li>Fine motor skills</li> <li>Using ovens safely</li> <li>Using a blender safely</li> <li>Being safe in the classroom/Kitchen</li> <li>Use of Knives correctly. (Chopping skills)</li> <li>Re-cap of coloured chopping boards</li> </ul>	<ul> <li>A02e Making skills (Bread rolls only)</li> <li>A03f Evaluating using sensory analysis and suggesting where improvements to the dish is needed</li> <li>End of unit test on knowledge</li> <li>Throughout the project, students will be given verbal feedback on their progress.</li> <li>At assessment points students will receive a highlighted success criteria. Green is achieved and red is next steps. Students will feedback from a teacher led question which identifies common mistakes. Written in green pen. The end of unit test is a gauge of knowledge acquired within that unit.</li> </ul>	<ul> <li>Improved kitchen knowledge and understanding.</li> <li>Improved knowledge and understanding of practical skills/precision.</li> <li>Improved Knowledge, understanding and practice of Health and Safety.</li> <li>Improved Independence.</li> </ul>	<ul> <li>Science - in food</li> <li>Geography - Seasonality of Food</li> <li>Maths - calculating recipes</li> <li>English -reading of text</li> </ul>		