



Design and Technology Curriculum Plan Overview

Year 8 - Level Ladders

Term	Topic	Learning	How can parents' best support
Autumn 1	<p>What is Design and Technology?</p> <p>Attachments</p> <p>Solving a problem</p>	<ul style="list-style-type: none"> - What is Design and Technology? Graphic design, Textiles, Food and Nutrition, Woodwork. - Careers in Design and Technology. - Problem solving - Attachments - L- Brace, bracket, split pin, flange. - Measuring, cutting and gluing. - Health and Safety - Evaluation of work. 	<p>Help your child to understand specialist vocabulary related to this topic.</p> <p>Research and discuss different jobs in Design and Technology. Discuss whether your child shares any interests in Design and Technology (fashion designer, games designer, chef).</p> <p>Discuss how problem solving and not getting things right the first time is a part of the design process.</p>
Assessment:			
Autumn 2	<p>Textiles - Cushion Design</p>	<ul style="list-style-type: none"> - Textiles- where do you find them? - Careers in textiles - Designing for a purpose - Sewing and attaching techniques - How sewing is a part of Life Skills. - Designing and working from a stencil. - Health and Safety - Evaluation. 	<p>Help your child to understand specialist vocabulary related to this topic.</p> <p>Research and discuss different jobs in textiles.</p> <p>Practise sewing and different stitchwork at home- for example repairing a split in a pair of trousers.</p> <p>Discuss how problem solving and not getting things right the first time is a part of the design process.</p>
Assessment:			
Spring 1	<p>Packaging Design</p> <p>3D design</p> <p>Designing for a purpose</p>	<ul style="list-style-type: none"> - 3D design - Designing for a purpose. - Designing from a brief - Logo design and package information. - Pricing and marketing. - Nets and prisms 	<p>Help your child to understand specialist vocabulary related to this topic.</p> <p>Research and discuss different jobs in packaging design- primarily drink carton designs for children. Research packaging design jobs in different areas such as food, game packaging, clothes packaging.</p>

		<ul style="list-style-type: none"> - Materials and resource evaluation - Health and Safety - Evaluation of design 	Discuss how problem solving and not getting things right the first time is a part of the design process.
Assessment:			
Spring 2	<p>Textiles</p> <p>Tie Dye T-shirt</p> <p>Logo Design</p>	<ul style="list-style-type: none"> - Textiles- fabric pattern design - Links with 'Flower Power' 70's movement and history. - Designing for a purpose - Tie Dying techniques - Designing a stencil and applying it using fabric paint/pens. - Health and Safety - Evaluation. 	<p>Help your child to understand specialist vocabulary related to this topic.</p> <p>Research and discuss different jobs in textiles.</p> <p>Discuss fashion in the 70's, especially the link to 'Flower Power' and WoodStock festival.</p> <p>Look at different logos on clothing such as Nike, Adidas or even PS4 or Xbox. Take photographs of these logos when you see them at home.</p> <p>Discuss how problem solving and not getting things right the first time is a part of the design process.</p>
Assessment:			
Summer 1	<p>STEM activities</p> <p>Problem solving</p>	<ul style="list-style-type: none"> - Independent thinking - Problem solving - Working as part of a group - Meeting a design brief - Links to maths and science through design work. - Health and Safety 	<p>Help your child to understand specialist vocabulary related to this topic.</p> <p>Discuss with your child the importance of working in a group to solve problems and how listening is the key part to working with others.</p> <p>Discuss how problem solving and not getting things right the first time is a part of the design process.</p>
Assessment:			
Summer 2	<p>Mobile phone stand</p> <p>3D design</p> <p>Woodwork</p> <p>Textiles</p>	<ul style="list-style-type: none"> - Woodwork - Measuring - Sawing and drilling - Health and Safety - Careers in woodwork - Textile design - Problem solving - Attachments - Designing for a purpose - Evaluation of design 	<p>Help your child to understand specialist vocabulary related to this topic.</p> <p>Research and discuss different jobs in using woodwork and machine skills,</p> <p>Practise measuring and cutting at home. This does not need to be with a saw but can be cutting a piece of toast.</p> <p>Discuss how problem solving and not getting things right the first time is a part of the design process..</p>