

Year 7

Year 8

Year 9

Graphics

Bottle Labels
 Design – Design movements.
 Make – Identifying manufacturing procedures.
 Evaluate – Test, evaluate and refine ideas against specification.
 Technical Knowledge – Understanding properties of materials.

Chocolate Bar Wrapper
 Design – develop and communicate design ideas using annotated sketches
 Make –select from and use specialist tools, techniques, processes (knives)
 Evaluate – Test, evaluate and refine ideas against specification.
 Technical Knowledge – Understanding properties of materials.

Bird House Design
 Design – Identify and solve their own design problem and understand how to reformulate problems given to them.
 Use a variety of approaches to generate creative ideas and avoid stereotypical responses
 Develop and communicate design ideas using annotated sketches.
 Technical Knowledge – Understand and use the properties of materials to achieve functioning solutions.

Textiles

Felt Monsters
 Design – develop and communicate design ideas using annotated sketches/use research and exploration, such as the study of different designers
 Make – technique (felting) and hand sewing
 Evaluate – Analyse work of Jon Burgerman and Micheal Robertson to develop own work.
 Technical Knowledge – understand and use the properties of materials (felt) and understand suitability of machine vs hand stitching.

Day of the Dead Masks
 Design – use research and exploration - the study of different cultures (Mexican) and 3D animation as inspiration (Disney)
 Make – select from and use specialist tools (sewing machines), techniques (applique & sewing types).
 Evaluate – Analyse the work of past and present professionals (applique designers) to develop and broaden their understanding; evaluate ideas for suitability against specification.
 Technical Knowledge – understand and use the properties of materials (felt and others) and the performance of machine vs hand stitching.

Identity T-shirt
 Design - identify and understand user needs; identity T shirt explore representation of own ideas.
 Make -select from and use a wider, more complex range of materials; different textiles and their properties.
 Evaluate - test, evaluate and refine their ideas and products against a specification/understand developments in design and technology(fibers)
 Technical knowledge - select from and use a wider, more complex range of materials taking into account their properties (types of textiles and their suitability/properties for use in project.

Product Design

Wooden Animals
 Make – Select from and use specialist tools, techniques, processes, equipment and machinery precisely, including computer-aided manufacture
 Technical Knowledge – Understand and use the properties of materials to achieve functioning solutions.

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Storage Box
 Design – Use research and exploration to identify user needs.
 Make – Select from and use specialist tools, techniques, processes, equipment and machinery precisely, including computer-aided manufacture
 Technical Knowledge – Understand and use the properties of materials to achieve functioning solutions.

Food and Hygiene

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Eat Well Guide
 Understand and apply the principles of nutrition and health
 Become competent in a range of cooking techniques.
 Cook a repertoire of predominantly savory dishes to be able to feed themselves and others.
 Understand the source, seasonality and characteristics of a broad range of ingredients.

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Year 7

Graphics

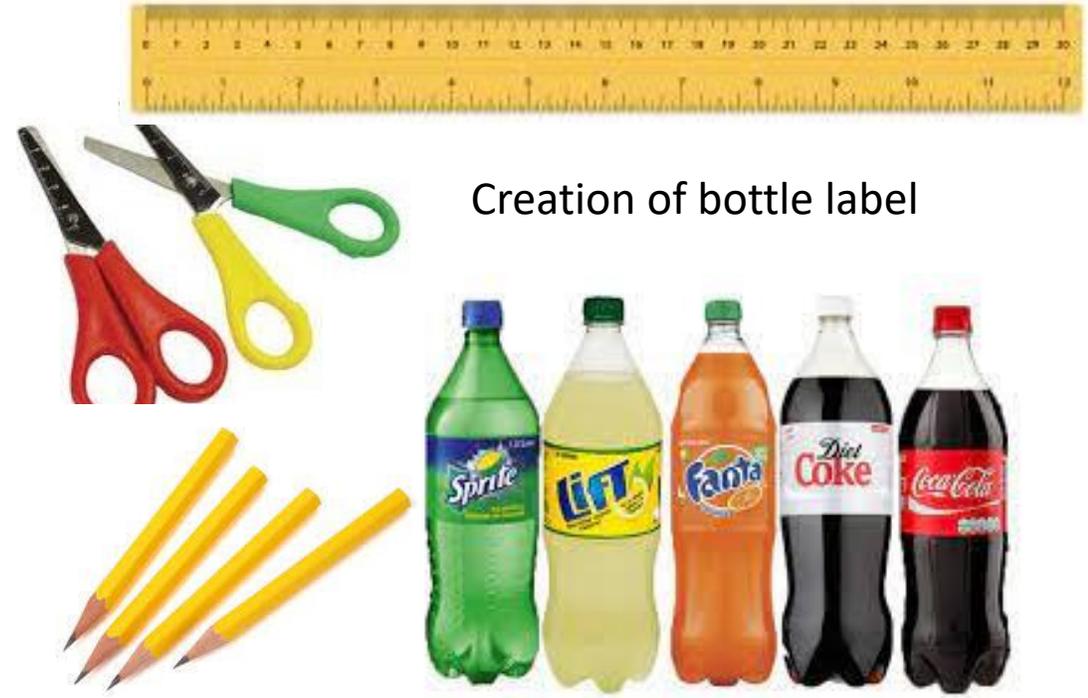
Researching existing bottle labels



Application of colour techniques

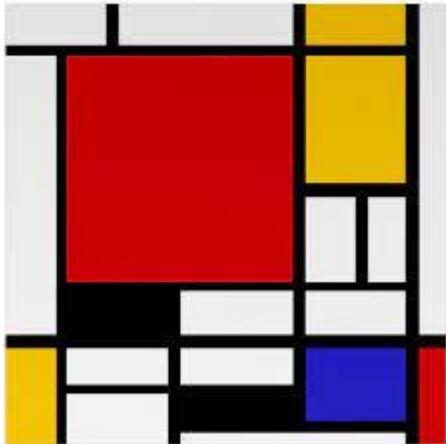


Creation of bottle label



Art movement research

Bauhaus



Art Deco

Memphis



Pop Art

Logo and brand development



Year 7

Textiles

Jon Burgerman



Artists research

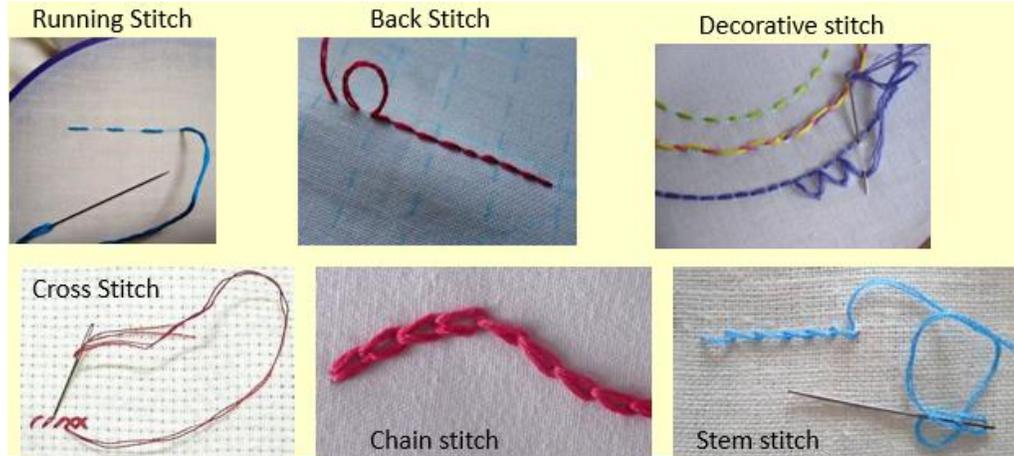
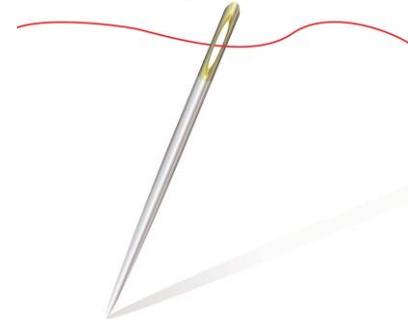


Michael Robertson



Applique

Threading a needle



Different types of hand stitch

Machine training and safety



Pass Pass with practice Fail

Felt monster hand puppet/finger puppets/soft toy creation



Year 7

Product Design

Tenon Saw



Tri Square



Wood working files

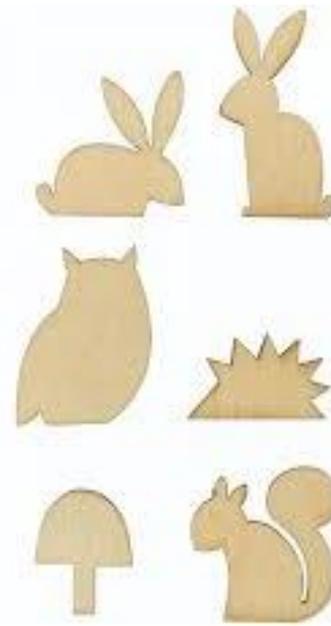


Hand tool safety

Coping Saw



Wooden animal creation



Pyrography to decorate



Machine safety

Belt sander



Polisher/ Buffer



Scroll saw



Pillar drill



Workshop safety



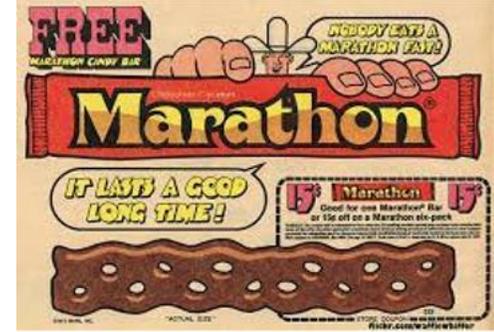
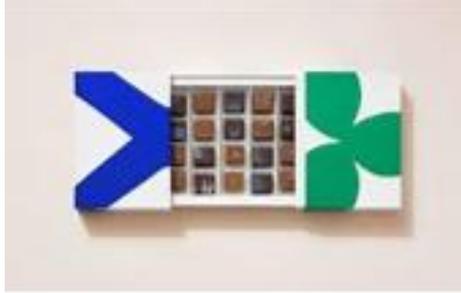
Eye protection must be worn



Year 8

Graphics

Chocolate bars



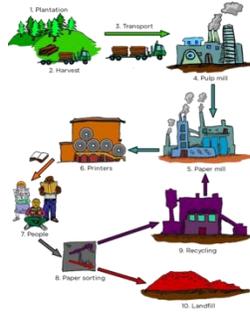
Logo Design

Brief/
Specification

Redesign understanding how and why



Knife cutting skills



Paper
Types
Manufacture



product lifestyle



Product
Packaging
Ethics
Role

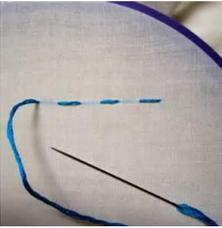


Year 8

Textiles



Techniques applique & sewing types.



Performance of machine vs hand stitching.



Day of the Dead Masks

Stitch length

Stitch selector

Presser foot

Bobbin case



Analyse the work of past and present professionals

Bobbin winder

Balance wheel

Research and exploration
Design



Reverse button



properties of materials suitability against specification



Year 8

Food and Hygiene

Eatwell Guide – Healthy and balanced diet

Knife cutting skills



Bridge and claw technique



Food safety

Prevent Cross Contamination

Use correct colour coded chopping boards and knives at all times

RAW MEAT

RAW FISH

COOKED MEATS

SALADS & FRUITS

VEGETABLES

DAIRY PRODUCTS

ALLERGENS

Seasonal foods



designed by freepik



Create a healthy pizza

Cooking via different techniques



Hob – vegetable soup

Oven - Pizza



Knife skills – Fruit fusion



Measuring and weighing



Year 9

Graphics

Tone variation



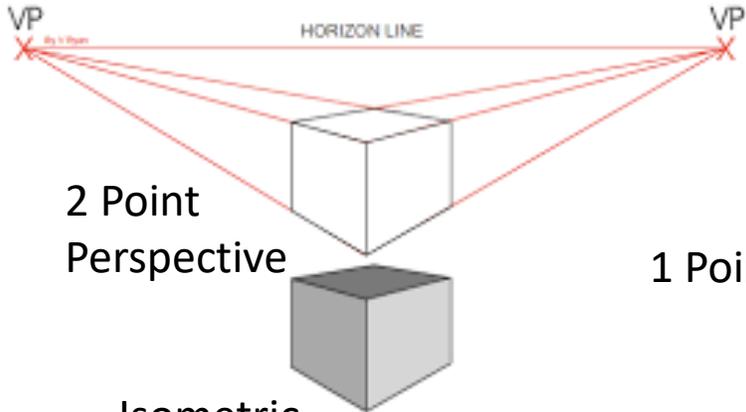
- A** is for **Aesthetics**
- C** is for **Cost**
- C** is for **Customer**
- E** is for **Environment**
- S** is for **Size**
- S** is for **Safety**
- F** is for **Function**
- M** is for **Material**

Existing product analysis

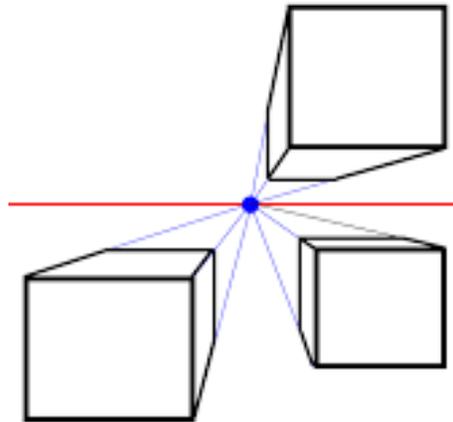
- Aesthetics** means what does the product look like? What is the Colour? Shape? Texture? Material? Appearance? Feel? Weight? Size?
- Cost** means how much does the product cost to buy? How much does it Cost to Sell? Cost to make? How much do the different materials cost? Is a good value?
- Customer** means who will buy or use your product? Who will buy your product? Who will use your product? Why to buy? Age? Gender? What are their likes? Dislikes? Needs? Interests?
- Environment** means will the product affect the environment in the product? Recyclable? Reusable? Durable? Sustainable? Environmentally friendly? Good for the environment? Air? Oil? Designer? Biodegradable? Paper? Plastics? Metals? etc.
- Size** means how big or small is the product? What is the size of the product to make sure it fits the same size as similar products? Is it comfortable to use? Does it fit? Should it be improved? Is one bigger or smaller?
- Safety** means how safe is the product when it is used? Will it be safe for the customer to use? Could they harm themselves? What is the correct and safest way to use the product? What are the risks?
- Function** means how does the product work? What is the product for and what? What is it needed for? How will it work? How could it be improved? Why is it used this way?
- Material** means what is the product made out of? What materials is the product made from? Why were these materials used? Would a different material be better? How was the product made? What manufacturing techniques were used?



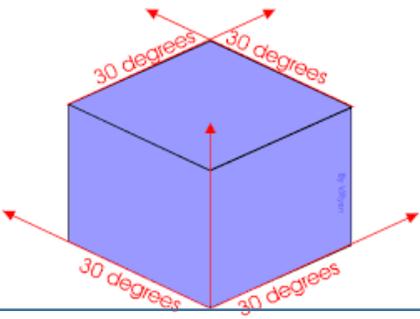
Drawing techniques



1 Point Perspective



Isometric

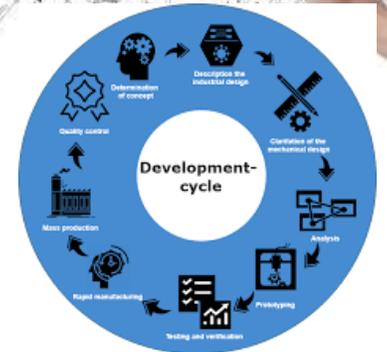


Materials

- Wood
- Metal
- Plastic



Product design through sketching and development



Year 9

Textiles



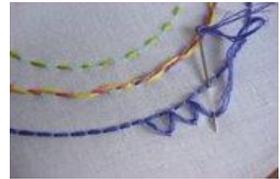
Analyse and understand logos



explore representation of identity of self



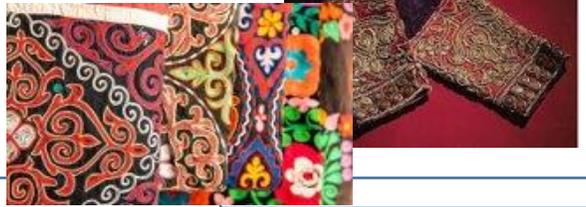
Identity T Shirt



Advance existing needlework and machine skills and techniques



Development of Applique techniques



Ideas and products Specify; Test; Evaluate; Refine

identify and understand user needs; different textiles and their properties.



THE TYPES OF FIBRES

| 1. NATURAL | 2. SYNTHETIC | 3. REGENERATED |
|---|--|--|
| <ul style="list-style-type: none"> plants animals | <ul style="list-style-type: none"> petrochemicals | <ul style="list-style-type: none"> using natural sources in a synthetic way |

suitability/properties for use in project.



Year 9

Product Design

Creation of a trinket box - Using different wood joint methods

Tenon Saw



Tri Square

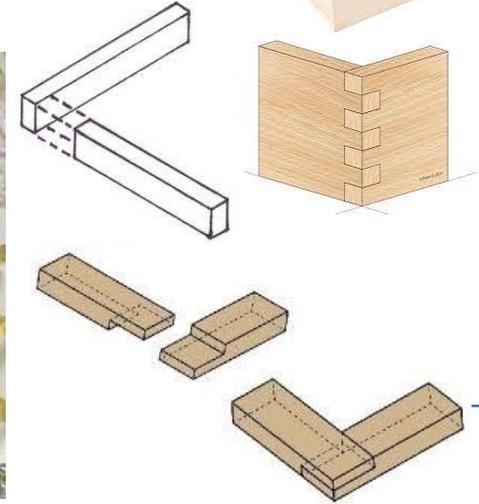


Wood working files



Hand tool safety

Coping Saw



Laser cutter to decorate



Pyrography to decorate

Machine safety

Belt sander



Polisher/ Buffer



Scroll saw



Pillar drill



Workshop safety

