Learning Journey Map Year 7

Design Technology

Move on to Year 8

YEAR 7

3D Robot Keyrings – **Construction** of key ring, applying skills to join and assemble product. Cut materials with accuracy and precision.
Decorate outcome reflecting design idea producing a **high-quality** finish.

YEAR 7

3D Robot Keyrings - Health and safety within the workshop
Analyse designs **Create** a collection of design ideas. Sample of a surface area reflecting the surface choices of decoration.

2D Board Games – Design layout – **problem solving** – **Rendering skills** – Modelling of **3D** additional parts - Produce a high quality game reflecting a target market and design brief.

YEAR 7

2D Design - Produce a board Game – **Analysis** of existing products – **Research** of ideas, collaborative work to produce ideas for board game – **Generate ideas** of layout using mathematical skills.

Textiles – Skills/techniques creating embroidery samples – Design ideas – Analysing existing products – Final Design idea – Pattern cutting – templates – understand lay planning - Final outcome using high quality fabric construction skills reflecting a design brief.

YEAR 7

Curriculum Overview

Introduction to DT 6 Week carousal
Textiles – Analyse a design brief and research artist/designer – Begin to look at Fabrics/sources of origins – knowledge of what textiles are and why they are important to our environment and daily life.

welcome
Curriculum Overview

Skills taught across Design Technology
Textiles – Treats
2D - Board Games
3D – Robot Key ring

- Research
- Analysis
- Design
- Modify
- Evaluate
- Critique
- Modelling
- Quality control
- Collaboration
- Self/Peer /Teacher assessment

AO1 Research and Development → **AO2** Explore and Refine → **AO3** Observe and Record → **AO4** Respond and Present

Learning Journey Map
Year 8

Move on to Year 9

YEAR 8

3D Insects
Construction of insect applying skills learnt to join and assemble product card board structures **Decorate** outcome reflecting **design** idea s producing a high-quality outcome using the graphics rendering skills

YEAR 8

3D Insects **Analyse** design brief looking at **existing products.**
Create a collection of design ideas.
Produce a sample of a surface decoration reflecting the **material choices – model techniques.**

2D Pop up mechanisms– Design layout – **problem solving** – **Rendering skills** – **Modelling** of **3D** additional parts and specific mechanisms within the pop-up design. Produce a high-quality pop-up illustration reflecting the theme/design brief.

YEAR 8

2D Pop up **I**llustrations **- Analysis** of existing products and Illustrators – **Discussion** and analysis of design brief/theme/target market – Design ideas/modelling of ideas, research of

Textiles Allotments – Skills/techniques creating samples using decorative techniques applique/embroidery. – Design ideas – **Analysing** existing products – Peer feedback. Produce a final textile outcome reflecting the design brief/target market.

YEAR 8

Curriculum Overview

Reflection of year 7 Textile skills…Introduction to design brief and theme. Artist analysis compare/contrast artists/designer's style – contextual research skills, forming personal opinions.

welcome
Curriculum Overview

Skills taught across Design Technology

Research
Analyse
Target market
Design
Modify
Evaluate
Critique
Modelling
Collaboration

Textiles – In the Allotment
Felt/Embroidery
2D – Pop up Design
3D – Cardboard Insect

AO1 Research and Development → **AO2** Explore and Refine → **AO3** Observe and Record → **AO4** Respond and Present

Learning Journey Map
Year 9

3D Recycled lights
Construction/Decorate outcome reflecting design idea producing a high-quality outcome – Graphics on the can to reflect design theme/Target market – Individual design.

YEAR 9

3D Recycled lights
Analyse design brief looking at **existing products.**
Create a collection of design ideas.
Produce a sample of a surface area reflecting the **material choices – model techniques**

YEAR 9

3D Recycled lights - Split week with Rotation of Textiles/3D transferring skills to explore a wider variety of materials, components and surfaces.

Textiles Animal Collaboration – Batik sample design - Final design idea – transfer pattern idea – Batik pattern onto fabric – paint fabric colour – Iron design to create relief pattern embroidery/beading/sequins/final outcome

YEAR 9

Textiles Animal Collaboration– Skills/techniques creating samples – Design ideas – Analysing existing design – Peer feedback. Decorative techniques/applique/embroidery.

YEAR 9

Curriculum Overview

Textiles Animal Collaboration – **Analyse** the design brief and **research** artist/designer. Reproduction of artists work – Initial design ideas reflecting design brief – Pattern development - Repeat pattern/Zentangles. Initial design ideas.

Skills taught across Design Technology

Research
Analyse
Design
Modify
Evaluate
Critique
Modelling
Collaboration

Textiles Animal Collaboration– 3D – Recycled lights

welcome
Curriculum Overview

AO1 Research and Development	→	AO2 Explore and Refine	→	AO3 Observe and Record	→	AO4 Respond and Present