

Design Technology Year 10

We will be learning about...

During this unit you will be learning about where designers find gaps in the market for products and how we can address opportunities forward design. Students will learn how to understand the context and research appropriate information to directly steer a project to success. Students will learn a variety of communication techniques to convey their design ideas and choices through written annotation, graphic design and physical modelling.

Week	Key Learning	Homework
1	<ul style="list-style-type: none"> Stakeholders who are they? Design briefs. People specifications Inclusivity 	Seneca learning and worksheet from presentation
2	<ul style="list-style-type: none"> Exploring potential design ideas Investigating the current market what solutions are available. Designed to solve a specific problem. market research and data presentation primary and secondary data and how it can be used. 	Information on existing user for a chosen problem
3	<ul style="list-style-type: none"> Initial ideas sketching Crating Application of colour, shade, and tone rendering for depth and texture effective annotation to communicate design ideas and choices. 	Printed worksheet to practice skills
4	<ul style="list-style-type: none"> Single point perspective Two-point perspective Oblique drawings 	Research imagery and shop lettering
5	<ul style="list-style-type: none"> Using a template of isometric paper to create designs to scale accurately. Creating a page setup which facilitates third angle of the graphic, use of set squares to produce accurate three plane drawings. Combination of conventions to produce own design idea 	Isometric drawing of a product at home to show variation.
6	<ul style="list-style-type: none"> Presentation of and linking of all core topic Extended writing construction of people and problem Developments in design cycles 	Research for individual project, focus on materials and finishes
7	<ul style="list-style-type: none"> Health and safety and workshop Safe use of modelling tools and equipment Modelling using card. Developing design ideas using blue foam Using modelling clay to develop ergonomics. 	Seneca learning for ergonomics and anthropometrics
Key Vocabulary		
Stakeholders	Inclusivity	Rendering
Conventions	Ergonomics	Anthropometrics
Orthographic		

Enrichment opportunities:

Students do have the option to attend catch up sessions if needed during lunchtimes or after school if they feel they need more time and support on their practical product.

How can you help?

Parents can support their child in DT by talking to them about the project they are undergoing and encourage them to do their best. It is also helpful if students are provided with a quiet place to do their homework tasks.

Excellent links can be found on the internet such as

www.technologystudent.com

www.senecalearning.com

www.bbc.co.uk/bitesize/subjects then selecting Design Technology.