## **Design Technology Year 8**

#### **Prior Learning**

You have studied Biomimicry and how we can use this to inspire our designs. You have developed knowledge of how to use a range of tools safely and develop skills in applying a range of techniques in designing, cutting, and finishing.

#### We will be learning about...

During this rotation, we will be learning about electronics and developing knowledge of how to construct a circuit. The project will enable students to understand how electrical systems work. They will learn how to mark, cut out and join materials using tools and machinery safely and accurately. Using this, you will advance your skills in design, combining woodwork skills for example. cutting and finishing woodwork with electronics.

Lesson	Key Learning	Homework		
Lesson 1&2	My Perfect Page – Google     Design to instructions	Parts of a System  More Complex Systems		
	<ul><li>Project introduction</li><li>Product analysis</li></ul>			
	Writing a design brief			
Lesson 3&4	CAD - Producing a design idea			
	<ul> <li>How to use 2D design</li> </ul>			
	ASSESMENT POINT 1 - Investigate & Design			
Lesson 5&6	<ul> <li>Electronics Theory INPUT - PROCESS – OUTPUT</li> <li>How to solder - Soldering final circuit</li> </ul>	Input Devices Output Devices		
Lesson 7&8	Smart and modern materials			
	<ul> <li>3D Cad and 3D printing body parts</li> </ul>			
Lesson 9&10	Marking out material	Passive Components		
	<ul> <li>Making product – Cutting individual pieces</li> </ul>	Circuit Diagrams		
Lesson 11&12	<ul> <li>Applying finishing techniques to final product</li> </ul>			
	Evaluation of final product			
	<ul> <li>ASSESMENT POINT 2 - Make &amp; Evaluate</li> </ul>			
Lesson 13&14	<ul> <li>Solving a problem through design</li> </ul>			
	Awe and Wonder Mechanisms and forces toy			

Key Vocabulary												
Component	CAD	LED	Acrylic	Evaluat		Electricity		Specification	CAM			
Future Learning												
Year 9:		GCSE Product Design-			Careers: Product Designer, Architect, Software							
Sustainability		designing your own product			Engineer, Civil Engineer, Website Designer, Interior							
Project.		against a brief.			Designer, Games Designer and many more							

#### Homework guidance

Students are given homework at regular intervals at least every two weeks throughout the project. The homework tasks are shared on synergy for both parents and students to access.

### How can you help?

Parents can support their child in DT by talking to them about the project they are undergoing and encouraging them to do their best. If parents take an interest in their practical project work this helps to inspire and motivate students to excel in the subject. It is also helpful if students are provided with a quiet place to do their homework tasks. Many homework tasks can be researched by using google but there are some good sites which are free to access such as: 'Technology student.com' and 'Mr D & T'.

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