Subject: Design and Technology

Introduction:

In the Design and Technology Department your child will experience a curriculum rich in challenge and excitement. We aim to introduce students to a variety of materials and technologies all of which takes place in our purpose built Design and Technology workshops. Please read on for a description of the projects that your child may complete in the Design & Technology department. At Key Stage 3 (Years 7-8) students complete projects on a rotation, experiencing different aspects of Design and Technology.

If you would like a tour of the Department, or view any of the projects your child will be taking part in, please contact Miss Wain (Food Technology) or Mrs Wilde (Product Design).

Design and Technology iPhone/iPod Touch App.

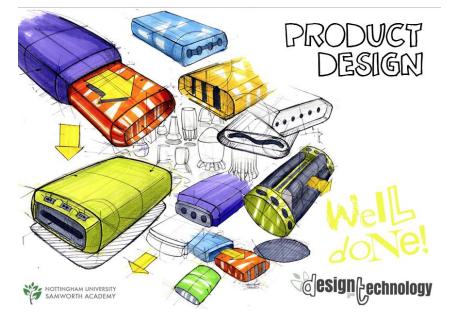


View info *(hyperlink to the picture)* about this app which offers students a new and innovative way of learning and revising DT in the palm of your hand. News:

Introducing Young Designer

At the end of the first module, 2 students from Year 7 and Year 8 will be nominated for the prestigious 'Young Designer' award. An overall winner will be chosen from each year group, who will received a personalised Design and Technology trophy.

Nominated students will also receive a praise postcard home.





Staff:

• Miss K. Wain (KWA): Food Technology, Joint Head of Design and Technology k.wain@nusa.org.uk

• Mrs H. Wilde (WLD): Product Design, Joint Head of Design and Technology *h.wilde@nusa.org.uk*

• Ms D. Morgan (MOR): Teacher of Food Technology

d.morgan@nusa.org.uk

- Mr S. Amos (AMO): Teacher of Design and Technology
- s.amos@nusa.org.uk
- Mrs J. Archer: Food Technology Technician
- Mr M. Hazelden: Design and Technology Technician

Expectations:

Arrive on time Bring the correct equipment

- Student Planner
- Pen
- Pencil
- Rubber
- Ruler

Workshop & Food Room Safety

- Line up quietly outside the classroom at the start of a lesson
- Follow all health and safety rules of the workshop / food room
- Long hair must be tied back
- Wear an apron
- Always wear the personal protective equipment provided when using machinery

Personal Responsibility

- Respect people, place and property
- Be polite
- Behave responsibly so that others can learn and feel safe
- Listen and follow instructions guickly and without comment

Please see below for the Health and Safety Rules all students MUST follow:

safety and Behaviour in the Workshop

Name:

School workshops can be dangerous places. To ensure the workshop is a safe place to work all pupils must follow the rules set by the teacher. Inappropriate or unacceptable behaviour will result in pupils being removed from the workshop.

Before the Lesson

- Never go into the D&T workshop without permission
- o Always line up in a sensible manner
- o Always walk into the workshop never run or push anyone
- o Always remove your coat and hang it up safely
- o Always tie back long hair especially during practical lessons



LI BSS 01

- o Always wipe/brush down benches tables and machinery
- Always leave the room clean and tidy

During the Lessor

- Always listen to the teacher
- Always wear an apron and safety equipment (goggles) to protect yourself during practical work
- o Always stack your stool when leaving your place
- o Always stand when you are doing practical work
- Always carry tools carefully
- o Always report an accident or breakage immediately
- Never sit on work surfaces or equipment
- Never eat, drink or chew gum in the workshop
- Never run or throw things in the workshop o Never enter the safety zones when someone is using a machine
- o Never talk or distract pupils using machines

I have read and understand the importance of these rules.

Date:

Signed :

Schemes of Learning

Design and Technology is a creative, technical and diverse subject area.

In Key Stage 3 (years 7-8), students study Resistant Materials, Food Technology and Graphic Products over the year on a rotation basis.

Year 7 (link to new page) Year 8 (link to new page)

In Key Stage 4 (years 9-11), students have the options to pursue the following courses:

GCSE Product Design (link to new page) GCSE Catering (link to new page)

Year 7

In Year 7 students will have an introduction to a variety of materials areas and projects within a carousel. They will therefore rotate between the following projects over the course of a year.

Product Design – Steady Hand Game Graphic Products – Chocolate Lollipop Food Technology – Healthy Eating

The Projects – Year 7

Product Design – Steady Hand Game

Students are introduced to basic workshop skills using a variety of tools and machinery. Students learn the importance of marking out, cutting and shaping wood. Health and safety is also another important aspect of this course.

Examples of completed work:

(content to follow!)

Graphic Products – Chocolate Lollipop

Students use a range of tools and equipment, to design and manufacture a personalised name badge, chocolate lollipop and packaging. Students will learn how to cut complex shapes using hand tools, create perfectly rendered packaging and understand the use of the vacuum former. At the end of the module students will melt chocolate into their individually manufactured lollipop moulds!

Examples of completed work:

(content to follow!)

Food Technology – Healthy Eating

Over the course of the 13 week rotation students will be introduced to the Food Technology kitchens. Students will learn how to safely and effectively use a range of tools and equipment, including: use of the oven, hob, scales and knives. Students will bring home for you to eat: Fruit Salad, Pasta Salad, Bread, Cheese Straws, Fish Cakes and Fruit Muffins.

Please remember to send your child with a suitable container to send their food products home

Year 8

In year 8 students will build on their skills and creativity within a range of materials areas and projects as part of a carousel. They will therefore rotate between the following projects over the course of a year.

Product Design – Clock Graphic Products – Mini Torch Food Technology – Takeaway Foods

The Projects – Year 8

Product Design – Clock

Students build on the workshop skills they developed in Year 7. Students have a great the opportunity to be creative and work with a range of materials and techniques to design and make a clock.

Examples of completed work:

(content to follow!)

Graphic Products – Mini Torch

Students work on the graphic rendering skills they developed in Year 7 to design and manufacture a mini torch and packaging. Students will use a variety of CAD/CAM to produce the mini torch, including 2D Design and the Laser Cutter. Students can chose any theme they wish to create a personalised product.

Examples of completed work:

(content to follow!)

Food Technology – Takeaway Foods

Over the course of the 13 week rotation students will build on the knowledge and practical skills they developed in Year 7. Students will bring home for you to eat: Pizza, Filled Pitta Bread, Chicken Fajitas, Mini Cakes, Scones and Stir Fry.

Please remember to send your child with a suitable container to send their food products home

GCSE Product Design

GCSE Product Design encourages you to design and make products with creativity and originality in a variety of practical activities, using a range of materials and techniques. Packaging, labelling and instructions are also encouraged as part of the complete design proposal, while marketing tools, such as advertising and points of sale, can be used to supplement the making experience and help create products which can be evaluated for their commercial viability.

Exams and Controlled Assessment

Written Paper - 40% of GCSE

One exam for all students (2 hour paper) will contain a design question as well as testing students knowledge and understanding of Product Design

Controlled Assessment - 60% of GCSE

A single Design and Make activity including a detailed design folder and practical project.

Project Examples

Children's Toy Flat Pack Furniture Designer inspired Lamp/Clock and many others