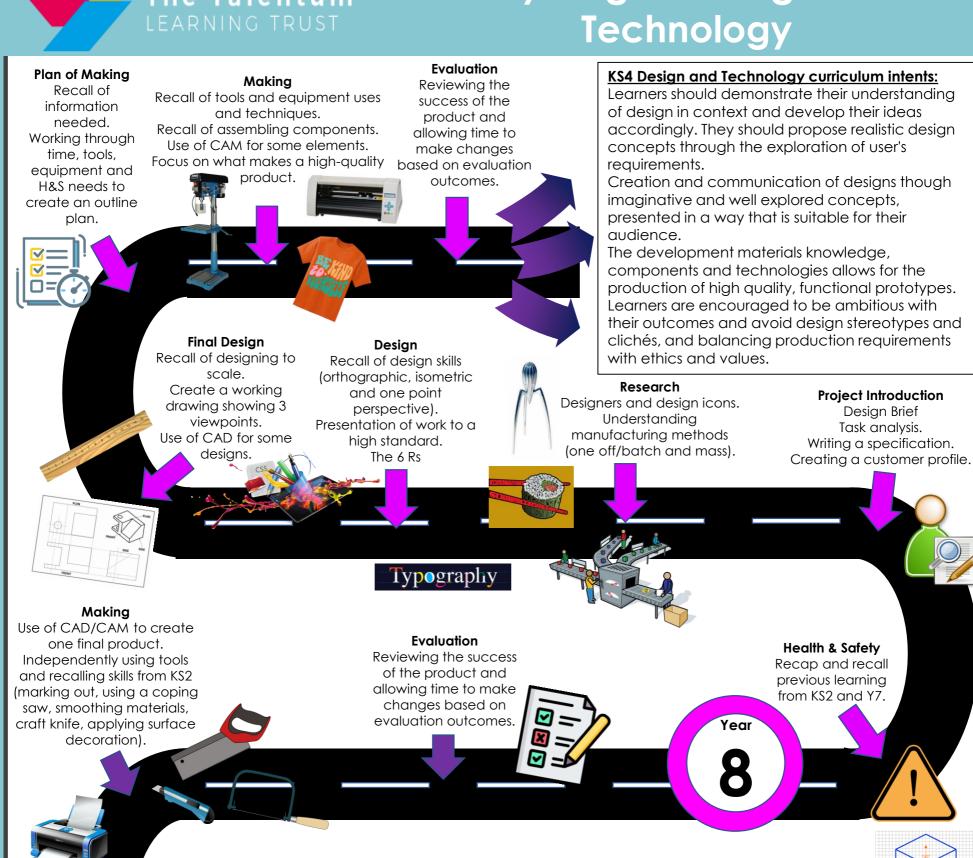
The Talentum

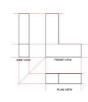
Learning journey map Key stage 3 Design and **Technology**





Design Development

Review and test out ideas. Use of paper/card models to check suitability. Sketch and annotate changes before moving on.



Skills Development

Isometric and orthographic projection. One point perspective focus task.



Project Introduction

Design Brief

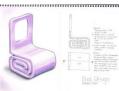
Task analysis.

Writing a specification.



Final Design

Clearly presented final design using suitable drawing technique for the product and detailed information.



Pupils continue to build upon the skills that they have learned in KS2, allowing them to advance further and develop a deeper understanding.



Year

Recap and recall previous learning from KS2.

Design

Exploring using a range of different ideas.

These should be evaluated against the specification and be considered against the customers needs. Focus on presentation skills and a variety of drawing techniques that communicate ideas clearly. The 6Rs



Churnet Views Design and Technology curriculum:

At Churnet View Middle school, Design & Technology provides ALL pupils with the opportunity to enjoy and realise success through their creative, practical, technical and artistic skills.

The curriculum is broken down into four main areas:

- Research
- Design
- Make
- Evaluate

All tasks and skills are covered over the year within either Materials Technology or Graphic Products.

Through these, pupils are guided through a range of skills and techniques across several specialist learning spaces, allowing them to build their knowledge as they progress through the school.

Project introduction

Design Brief Task analysis Writing a specification Designing for a customer

Understanding primary and secondary research. Exploring and analysing existing products. Working as a team to explore product features. Design history of products and their companies. Materials research and understanding their properties.

Research

Recall and research of mechanisms.

KS3 Design and Technology Curriculum Intents:

Our years 7 and 8 Key Stage 3 curriculum is based upon students using their already acquired skills from Key Stage 2 to develop their creative, technical and practical skills to be able to work confidently and independently in an increasingly technical world. We aim for them to become responsible, competent, confident, safe and creative users of tools and equipment. By now their skills in reflecting and refining their work will be confident and assured. Throughout these 2 years students will acquire a broad range of subject knowledge and draw on additional disciplines such as mathematics, science, computing and art. These skills will equip them for the requirements of year 9 and GCSE Design and Technology.