<u>Curriculum Overview for Design Technology</u> Year 8

Term 3: Creating an Egg Holder and 3D inspirational portrait Substantive Knowledge:

- ✓ How to heat plastic
- ✓ How to use formers correctly to manipulate plastics
- ✓ How to drill through plastic safely.
- ✓ The understanding of different drill heads and what they do.
- ✓ To be able to access and use 2D design to create designs on the laser cutter.
- ✓ To safely use a file.
- ✓ To safely use and vice.
- ✓ To use wet and dry aper of different gradients to create a clean and safe finish.
- ✓ How to apply acrylics together
- ✓ Promotional and inspirational design.
- ✓ How past designers can support and inspire future design,

Disciplinary Knowledge:

- ✓ How plastic is heated using a line bender in line with health and safety guidance and the correct techniques and processes.
- ✓ What formers are used for, different types of formers and how they prevent us from getting burnt.
- ✓ To make sure that correct process and PPE is used when drilling with a pillar drill.
- ✓ Demonstration of 2D design and how black and red lines effect definite cuts and engraved areas in line with the laser cutter.
- ✓ Health and safety use of a file and its initial purpose in polymer finishes. How wet and dry sandpaper finishes polymers to a high standard. This reduces risk of cutting.
- Different types of adhesives and which are appropriate and safe for polymers.



Decoding of keywords.

Opportunities for extended knowledge theory



Aesthetics 2d design.

Computer aided Design

Computer aided Manufacture

Acrylic

Polymers

Line bender

Formers

Ergonomics and

Anthropometrics

Thermoforming and Thermoset

plastics

Drawing to Scale

Millimetres

Specialist Equipment

Nets

Prototypes

Laser cutter

Wet and dry sanding

Files

Pillar drill

ACCESS FM

Evaluating



Recall tasks Review sheet End of unit test Mini white board activities



Chronological homework tasks. Research tasks so students learn about design in the wider world in relation to past, current and future artifacts.

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√ How previous design research can	
help and support future creations.	
This will help identify strengths and	
weaknesses in line with the topic	
theme.	