Year 8

Subject Design Technology

Term	Week	Focus	Summary	Learning Outcomes
Term 1	1	Introduction to DT	Students will be introduced to DT and what the 12 weeks will involve.	To understand what DT is.
	2	Health & Safety	Health and safety in the DT room - risks and hazzards. DT passport.	To be aware of the risks and hazards in the DT room.
	3	Health & Safety	Health and safety in the DT room - risks and hazzards. DT passport.	To be aware of the risks and hazards in the DT room.
	4	Intro to project and research	Board Games - Design breif will be introcuded to students. Students will research into different materials that can be used to make a board game. - Students will create a moodboard and produce a mindmap.	To understand the design breif and research into different board games.
	5	Research	Client Interview - Students will continue researching and create a moodboard. Client interview - students will interview their partner.	To continue to explore and research into board games focussing on a client interview.
	6	Product Analysis	Students will complete a product anaylsis	To continue to research and anaylse an existing board game.
	7	Design Idea 1	Students will design their first idea using their research to help them.	To explore different drawing techniques and develop design ideas.
	8	Design Idea 2	Students will design their second idea using their research to help them and make any improvements.	To explore different drawing techniques and develop design ideas.
	9	Design Idea 3	Students will design their third idea using their research to help them and make any improvements.	To explore different drawing techniques and develop design ideas.
	10	Final Design Idea	Students will design their final idea using their research to help them and make any improvements. Students should analyse their designs and make sure they annotate designs with what materials/colours etc.	To explore different drawing techniques and develop final design ideas.
	11	Modelling	Students will use cardboard to make their prototype. Card and board theory. Testing size, functionality.	To experiment with different materials and create a protoype.
	12	Modelling	Students will use cardboard to make their prototype. Card and board theory. Testing size, functionality.	To experiment with different materials and create a protoype.
	13	Final Modelling	Students will use cardboard to make their prototype. Card and board theory. Testing size, functionality.	To experiment with different materials and complete final protoype.
	14	Evaluation	Students will evaluate their final design in depth. Self-assessment. Peer assessment.	To annotate and evaluate final protoype.