





Design Technology

Term	Date	Focus	Summary	Learning Outcomes
Term 3	10/04/23	Health & Safety	Health and safety in the DT room - risks and hazzards. DT	To be aware of the risks and hazards in the DT room.
	17/04/23	Introduction to Design Brief	Skateboarding for chosen client.	understand how to interpret a design brief.
		Research into History of	Research into the function of skateboards.	Understand the purpose of product.
	24/04/23	skateboaridng		
	01/05/23	client brief	Designing a personalised client brief.	Wrting persoanl specification for product.
	08/05/23	Inspiration pages	Moodboards	Undertsand how to create mooadboards for inspiration.
	15/05/23	Concept Drawings	Drawings & annotations	Develop concept drawings of chosen design ideas.
	22/05/23	Concept Drawings	Drawings & annotations	Develop concept drawings of chosen design ideas.
	29/05/23	Final Design plan	Produce final visual product.	Create final skateboard design.
	3D Tinkercad Design	Tinkercad Designs.	Develop skills in CAD.	
	05/06/23	3D Tillkercau Design	https://www.youtube.com/watch?v=QLFP0c7L_c8	Develop skills III CAD.
	12/06/23	3D Tinkercad Design	Tinkercad Designs.	Develop skills inCAD.
		Product presentation	A2 Design sheet containting all research/project development.	Evaluate project.
	19/06/23		Self & peer review of designs.	
	26/06/23			
	03/07/23			