Design Technology Learning Journey

GRAHAM SCHOOL

YEAR 10

Product Design
Engineering
Graphic Design

Group Project

Anthropometrics & Ergonomics
Forces
Folding/Joining Methods
Structures

Pewter Casting

Pouring
Moulding
Finishing

YEAR 9

Revision & Assessment

Steady Hand Games

Manufacture
Components
Soldering

Graphic Design - Avatars

Specification
Finishing
Design Ideas
Colour Theory
Typography
Sketching Techniques

H&S Recap

Scale & Enlargement

Programming

Manufacture
Finishing Techniques

Desk Tidy

Design Ideas
Research (Materials)
Brief Analysis

YEAR 8

H&S Recap

Isometric Drawing

Isometric Objects
Rendering

CAD/CAM Rechargeable Torch

Components & Symbols
Specifications
Assembly
Development

Revision & Assessment

Board Games

Product Testing
Manufacture
Exploded Isometric
Circuits
Soldering
Design ideas
Onshape
Planning & Development

Picture Frames

Product analysis
Finishing Techniques
The Design process
Brief & Idea generation
Isometric
2D vs 3D
Signage

YEAR 7

Revision & Assessment

Cutting out
Finger joints
Gluing
Marking out

CAD/CAM Local attraction Key Fobs

Laser Cutting
Techsoft 2D design

Perspective Drawings

Rendering
1 Point Perspective

Health & Safety

Equipment
EXPECTATIONS