

Woodbrook Vale School

KS3 Design and Technology Curriculum

Year 7

Oblique Drawing Understand basic measurements, scaling and how to render shapes to show appearance of light.
Outcome: Oblique Alphabet

Using the work of others to gain a better understanding of possible design.
Outcome: Moodboard

Researching Others Work

Designing & Exploring Ideas Use research to generate a range of different ideas.
Outcome: Generate New Ideas

Use skills learnt to independently and safely create designs.
Outcome: Mechanical Cards

Making Safely & Accurately

CAD Techsoft 2D Design How to use CAD software to create various projects.
Outcome: Bookmarks

Year 8

Shading Techniques & Isometric Drawing Recap on how light appears on shapes. Produce isometric drawings by hand and use computers.
Outcome: House Drawing

Work shown in booklets, teacher led activities and peer assessed work.
Outcome: Keyring Design, Isometric Houses

CAD 2D Design

Research & Design a Product Analysing the brief. Use the work of others to influence ideas. Investigate motions for CAM toys. Designing for a client.
Outcome: Pop-Up Toys, Automata

Use research to develop net designs. Use research to generate a final solution in ORTHOGRAPHIC.
Outcome: Automata

Nets, 3D Shapes

Making Safely & Accurately Build on workshop knowledge, use chisels to create housing joints.
Outcome: CAM Toys

Year 9

Rendering Objects & Two Point Perspective Use rendering techniques and two point perspective to draw designs.
Outcome: Street Scene

Analyse the brief. Research the work of others to influence design.
Outcome: Desk Tidy, Perfume Packaging

Research & Design a Product

Design Development Use research and practical skills to make informed design decisions. Identify pros and cons of prototypes.
Outcome: Desk Tidy

Use knowledge learnt to demonstrate creativity and independence.
Outcome: Teacher Assessed Practical

Practical Skills

CAD Software Learn basic features of both Inventor and Google SketchUp.
Outcome: Dream House Drawing

Independent Study Investigate renewable energies, iconic design, famous designers and anthropometrics.
Outcome: Determine Year 9 Grade

Independent Study Investigate history of design e.g. famous designers, product analysis
Outcome: Determine Year 8 Grade

PD Curriculum Links Key:

- Health and Well-being
- Living in the Wider World
- Career and ATL
- Relationships

In ADT, students are given the opportunity to experience Fine Art, Design Technology and Food and Nutrition. A predominantly practical curriculum, students learn skills which build throughout Key stage 3 and prepare them for possible option choices at Key Stage 4.

We expect students to be independent learners and foster individuality, creativity and resilience across a broad range of projects. The course has been sequenced to enable students to grow and develop their understanding of the formal elements in each subject area, as well as the work of artists, chefs and designers, building knowledge, which informs their choice in practical activities.