Design and Technology- Curriculum Guide
Year 7

What will my son learn?

Design and Technology at KS3 works on an 8 week carousel. This allows students the opportunity to explore each of the **5** subject areas within D&T including Product Design, Food Technology, Engineering, Computer Aided Design and Graphics. Below shows what is covered in each of these projects.

Product Design	Food Technology	Engineering	CAD	Graphics
Lamp Project	Baking	Structures Project	2D Design	Games Cover
Students are required to design and manufacture a desk lamp using a range of hand tools in the workshop, different types of wood and plastics as well as learning how to use 2D Techsoft and the basics of a laser cutter.	Students have the opportunity to use the newly renovated kitchen and bake the following foods: - Choc rocks - Fairy cakes - Feta, Olive and sun-dried tomato scones - Jam tarts - Oat and honey biscuits - Olive bread swirls	Students learn about complex structures, how society has been developed through engineering and make an icosahedron out of rolled up paper tubes. Students also have the opportunity to manufacture a moisture tester, creating and soldering the circuit boards themselves.	Students learn how to use 2D Techsoft, a computer aided design software which allows the user to laser cut and engrave onto materials such as Acrylic, Plywood and MDF.	Students create and design a new game cover using Photoshop.

How will my son be assessed?

Students have one, double period lesson each week across KS3.

KS3 is assessed mainly using Doddle. Students and parents are able to see where progress is being made within specific skills in each subject area. This is done by using the Red, Amber and Green system.

Pupils' books are also marked every two weeks, and are encouraged to respond to feedback. Each rotation will include some form of practical element where appropriate, and all students are given the opportunity to self and peer-assess their work.

All work which is marked on Doddle is linked directly with the new Design and Technology Curriculum and these are the skills all students are measured against throughout KS3.

Students are set homework each week and this can be in the form of research, design work, practical investigations or presentation work.

How can I support my son with Design Technology?

Pupils should be encouraged to read around their chosen topic. They learn names of various tools, machinery and materials in the subject and so should understand each of these through research as well as practical use in lessons. Parents can assist by monitoring the pupils' reading and writing skills for any homework given and encourage them to share and verbalise their thoughts on academic concepts. Parents can also help by monitoring pupils planners, assisting with any homework or questions pupils may have and communicating with the teacher if there are any problems.