

LTP – KS3 Design and Technology

The intent of Design Technology in Key stage three is to be progress the learner’s skills for life learnt at Key stage 2 through an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others’ needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation. Learners will be supported in their own personal development through a variety of extra-curricular activities including a wow day to the chocolate factory, as well as discussing the social, moral, cultural, and spiritual concepts found within the Design Technology projects.

Year 7					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p>Electronic sign project</p> <ul style="list-style-type: none"> Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. Create innovative designs that improve upon existing products. Evaluate the design of products so as to suggest improvements to the user experience. 	<p>Pencil Pot project.</p> <ul style="list-style-type: none"> Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. Create innovative designs that improve upon existing products. Evaluate the design of products so as to suggest improvements to the user experience. 	<p>Chocolate bar project</p> <ul style="list-style-type: none"> Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. Create innovative designs that improve upon existing products. Evaluate the design of products so as to suggest improvements to the user experience. 	<p>USB project</p> <ul style="list-style-type: none"> Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. Create innovative designs that improve upon existing products. Evaluate the design of products so as to suggest improvements to the user experience. 	<p>Car project</p> <ul style="list-style-type: none"> Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. Create innovative designs that improve upon existing products. Evaluate the design of products so as to suggest improvements to the user experience. 	<p>Animal project</p> <ul style="list-style-type: none"> Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. Create innovative designs that improve upon existing products. Evaluate the design of products so as to suggest improvements to the user experience.
Year 8					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p>Clock project</p> <ul style="list-style-type: none"> Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. Create innovative designs that improve upon existing products. Evaluate the design of products so as to suggest improvements to the user experience. 	<p>Pencil Pot/box project</p> <ul style="list-style-type: none"> Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. Create innovative designs that improve upon existing products. Evaluate the design of products so as to suggest improvements to the user experience. 	<p>T shirt project</p> <ul style="list-style-type: none"> Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. Create innovative designs that improve upon existing products. Evaluate the design of products so as to suggest improvements to the user experience. 	<p>Robots/electronics project</p> <ul style="list-style-type: none"> Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. Create innovative designs that improve upon existing products. Evaluate the design of products so as to suggest improvements to the user experience. 	<p>Car project</p> <ul style="list-style-type: none"> Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. Create innovative designs that improve upon existing products. Evaluate the design of products so as to suggest improvements to the user experience. 	<p>Animal project</p> <ul style="list-style-type: none"> Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. Create innovative designs that improve upon existing products. Evaluate the design of products so as to suggest improvements to the user experience.

Year 9

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p>Jewellery project</p> <ul style="list-style-type: none"> Analyse the work of past and present professionals and others to develop and broaden their understanding. Understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists. Use research and exploration, such as the study of different cultures, to identify and understand user needs. Investigate new and emerging technologies. 	<p>Stool/box project</p> <ul style="list-style-type: none"> Analyse the work of past and present professionals and others to develop and broaden their understanding. Understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists. Use research and exploration, such as the study of different cultures, to identify and understand user needs. Investigate new and emerging technologies. 	<p>Vacuum formed car project</p> <ul style="list-style-type: none"> Analyse the work of past and present professionals and others to develop and broaden their understanding. Understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists. Use research and exploration, such as the study of different cultures, to identify and understand user needs. Investigate new and emerging technologies. 	<p>Mobile phone holder project</p> <ul style="list-style-type: none"> Analyse the work of past and present professionals and others to develop and broaden their understanding. Understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists. Use research and exploration, such as the study of different cultures, to identify and understand user needs. Investigate new and emerging technologies. 	<p>Figurine project</p> <ul style="list-style-type: none"> Analyse the work of past and present professionals and others to develop and broaden their understanding. Understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists. Use research and exploration, such as the study of different cultures, to identify and understand user needs. Investigate new and emerging technologies. 	<p>MP3 docking station project</p> <ul style="list-style-type: none"> Analyse the work of past and present professionals and others to develop and broaden their understanding. Understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists. Use research and exploration, such as the study of different cultures, to identify and understand user needs. Investigate new and emerging technologies.