

Year 8- Design and Technology

Topic	Rationale	Knowledge acquisition. To Know.... ...that (Declarative)how (Procedural)	Tasks - Notes	Key Tier 2/3 Vocabulary	Core Skills and enrichment opportunities
<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Design and Technology Introduction</p>	<p>An introduction recap to Design and Technology including working safely in a workshop environment. Delivering a core message that DT is 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.</p> <p>Links to..... KS3. Working in Design and Technology in year 7.</p> <p>Ladders towards.... Safe and independent practical work. Analysis of existing products and the work of others. Evolution of products, and developments in technology.</p>	<p>Lesson 1: Recap Health and Safety in D&T To know that Health and Safety in D&T is paramount. How to conduct yourself in a Workshop safely.</p>	<p>List H&S rules Workshop walk through & discussion Baseline Homework</p>	<p>Workshop Risk assessment Routines</p>	<p>Subject specific Skills.</p> <ul style="list-style-type: none"> • Collaborative working • Analysis • Generation of ideas • Graphical communication <p>Literacy</p> <ul style="list-style-type: none"> • Key vocab, meanings and context <p>Cultural Capital</p> <ul style="list-style-type: none"> • Why are products designed in the first place <p>Links to National Curriculum</p> <p>Design:</p> <ul style="list-style-type: none"> • identify and solve their own design problems and understand how to reformulate problems given to them • develop specifications to inform the design of innovative, functional, appealing products that respond to needs in a variety of situations <p>Evaluate:</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.
		<p>Lesson 2: To know why products are designed in the first place.</p>	<p>Homework misconceptions Football boot activity Design process diagram</p>	<p>Modify Design Research Evaluate Test Model Analyse</p>	