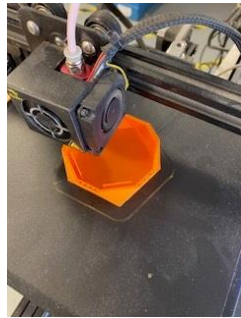# DT- Learning journey from KS3 – KS4

YEAR 7

Culture Jar (2-week activity at start of year)

Lamp project
• Intro to techsoft
• Polymer forming,
• Understanding working drawings
• Laser cutting
• Scales of production
• Soldering LED/USB light

Plant stand
• Intro to workshop
• Timbers
• H&S training
• Shaping, joining finishing
• Vac forming
• CAD/CAM (3D printing)

Chair project
• Card modelling
• Idea generation
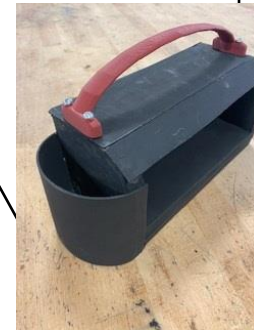• Ergonomics (intro)
• Open-ended outcomes

YEAR 8

Wellbeing Box
• Development of CAD/CAM
• Intro to metal
• Pewter casting/forming Alu
• Joining dissimilar materials
• Designing for a PU
• Greater opportunity to explore skills

Urban Architecture
• Open-ended
• Sustainable links
• Links to industry
• Skillset- creating/illustrating/modelling/realising outcomes

YEAR 9

Desk tidy
• Combining skills (timbers/3d printing/modelling/illu strating
• Iterative journey
• Testing and development

Homelessness Project
• Designing with empathy
• Focused on situation
• Designing without worrying about how it is made- removing restrictions/constraint s
• Model development (including CAD)

YEAR 10

Mock NEA
• Contextual challenge
• Responding to independent student led outcome
• Explore create and evaluate model.
• Problem solving
• Developing resilience
• Responding to failure

• Development of higher- level skills (e.g. braising, mold making)
• Greater level of iteration
• 'Pracical theory' Easter school.

Year 11

Final NEA.
Mock exam
Iterative journey
Pulling together practical skills in developing prototypes

WHAT SHOULD WE DO NEXT?

EXPLORE

CREATE

EVALUATE