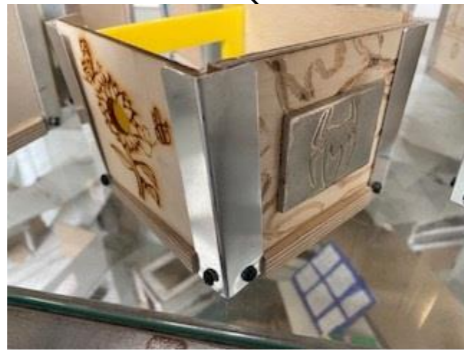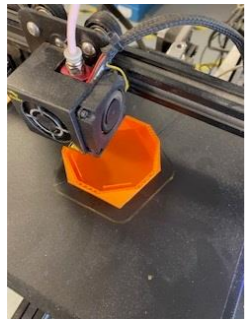# DT- Learning journey from KS3 – KS4

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/illustrating
- Iterative journey
- Testing and development

Homelessness Project
- Designing with empathy
- Focused on situation
- Designing without worrying about how it is made- removing restrictions/constraints
- 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