

Curriculum Overview – Autumn Term 2022-2023

Subject: Design & Technology

Year group: 8

Unit number	Unit name	Key learning aspects (knowledge, understanding, skills)	Key assessment opportunities
1	Baseline test, Written and drawing	Understand the level of knowledge, the student is at from the start of the year.	Baseline testing
2	Safety in the workshop	Understand the importance of health and safety in the workshops. How to behave in lessons and the workshop. Learn how to use machines and a variety of hand tools safely.	Baseline testing Oral and written responses to questions Peer discussion
3	Design and make a balancing toy.	Be able to Identify appropriate sources of information that will help them with the designing of the balancing toy. Practise freehand sketching and use of colour crayons. Be able to use a variety of hand tools and machines to produce a balancing toy.	Design Ideas Realisation of ideas Written evaluation
4	Graphics Techsoft 2D	Be able to draw basic lines, scaling, measuring, shading, drawing on different layers line type. Be able to draw 2D and change to 3D Isometric orthographic perspective. Be able to use the program in a confident manner.	Hard copy outcome of their final pieces of work. Personal assessment of their work

5	Acrylic keyring	Be able to the ICT and freehand Sketching to communicate ideas. Be able to understand smart materials Be able to use a variety of hand tools and machines to produce a keyring Understand the characteristics of the materials used.	Design Ideas Realisation of ideas Written evaluation
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