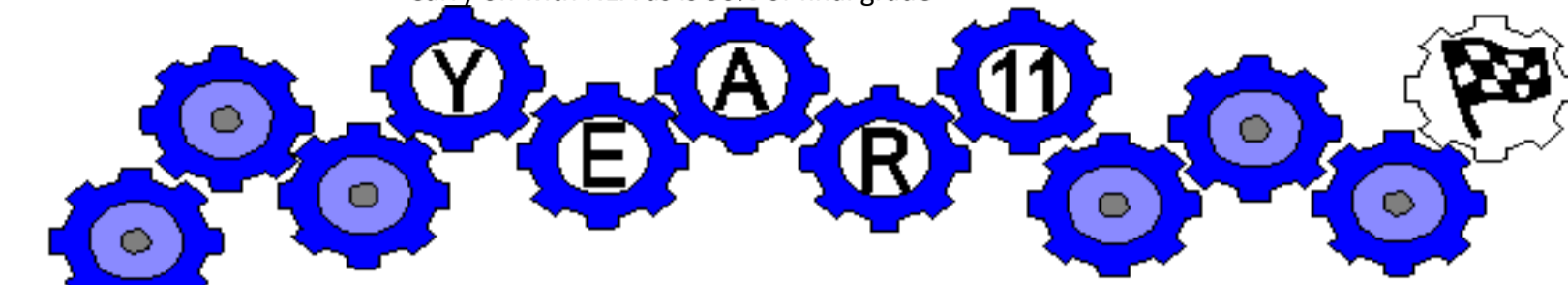


# Design Technology

## 1. NEA

Carry on with NEA as is 50% of final grade



## 2. Theory/Exam prep

Going through different subjects and practice questions

## 3. Metal and Wood Work

About metals and plastics, health and safety of metal machines and tools, jigs, craftsmanship, accuracy

## 1. Product Design

Product comparison, drawing techniques, disassembly, modelling, evaluating, creativity, craftsmanship, curiosity

## 6. NEA

Start of NEA as this is 50% of final grade in year 11



## 5. Textiles

Printing textiles, modern textiles, theory of fabrics, sewing, creativity, curiosity

## 4. Product Design

Sustainability, plastics, health and safety of plastics, creativity, craftsmanship, teamwork.

## 2. Electronics

Soldering, theory of electronics, curiosity, craftsmanship

## 1. Health and Safety

Safety signs, PPE, risk, how to use a range of tools and machinery safely, COSHH.

## 3. Product Design

Learn about props, designing, model making techniques, craftsmanship, accuracy, creativity

## 5. Product Design

Anthropometrics, ergonomics, environmentally friendly, famous designers and products, scaling, craftsmanship

## 6. Wood Work

Joints, Plastic processes, craftsmanship, using a range of wood tools and machinery



## 2. Graphics

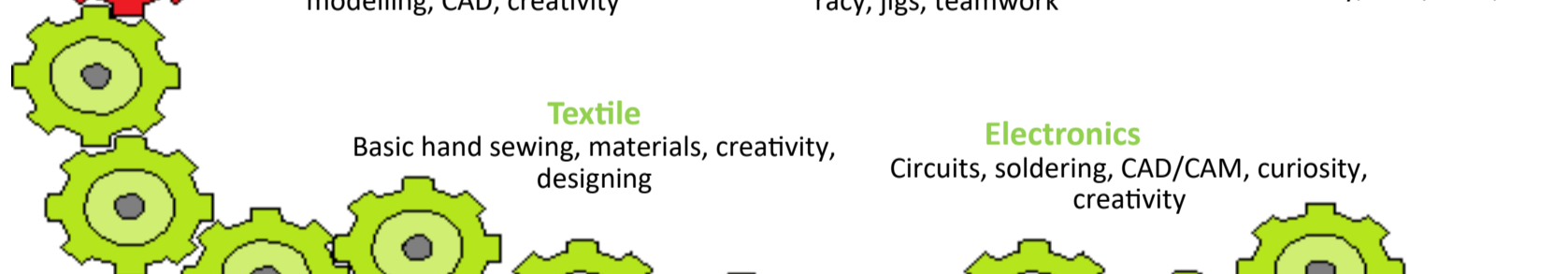
Research designers and movements, 3D drawing techniques, modelling, CAD, creativity

## 4. Wood Work

Scale of production, using a range of wood tools and machinery, accuracy, jigs, teamwork

## 6. Product Design

Plastics, famous designers, creativity, CAD/CAM, modelling



## Textile

Basic hand sewing, materials, creativity, designing

## Electronics

Circuits, soldering, CAD/CAM, curiosity, creativity

## Metal Work

Metal health and safety, basic metal tools and machinery, teamwork, consistency

## Wood Work

Designing, joints, skills for working with wood tools and machinery, creativity, mechanics

## Wood Work

Designing, practical making skills using machines and hand tools, processes, consistency, commitment, craftsmanship

## Graphics

Different paper/card based techniques, drawing, presentation and creativity, basic CAD/CAM



## Health and Safety

How to be safe in the DT room, how to use basic hand tools and machinery

## Electronics

Simple Electronics, basic 3D drawing techniques, designing, curiosity, creativity, craftsmanship

## Product Design

Practical design, teamwork, creativity, problem solving