

YEAR 7 DESIGN AND TECHNOLOGY—GRAPHICS PATHWAY

As part of DT carousel — approximately one term

Health and Safety

General safety in DT rooms— preventing accidents, defining **safety**. Identifying **risks**, suggesting **improvements**.

Demonstrating safety in the classroom for practical tasks e.g. tools and equipment—scissors, craft knife, safety rule, cutting mats

Designing

User Centred Design— Designing for a chosen **target user, client or TMG**. Choose from 4 given **contexts** and write own Design Brief and set own Specification targets.

Produce a **range of ideas** incorporating different mechanisms. 3+ ideas. To include more than one type of mechanism.

Specialist Technical Knowledge

Paper and Boards focus—Use of **mechanisms—pop up and dynamic mechanisms** within card and books. Practical task to make examples within ILT.

Work of Others— books/cards/templates investigated within ILT.

Die Cutting—investigated within ILT and comparisons made to school project and methods of manufacture

Planning and Making Skills (Realisation)

Modelling and testing ideas.

Iterative design - making and improving mechanism ideas.

Simple **modifications** based on analysis and evaluation.

Analysis and Evaluation

Self-analysis of practical work—of modelling and test pieces, identifying **improvements and modifications**.

Use of **Specification Targets** to reflect on outcomes.

Written evaluation of design tasks and practical work.

Environment/Sustainability/Ethical Impact

Consideration of materials for outcome.

Potential choice within design contexts—own focus.

