

# YEAR 8 DESIGN AND TECHNOLOGY—GRAPHICS PATHWAY

## As part of DT carousel — approximately one term

### Health and Safety

Recap on **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 **Festival themed contexts**. Write own Design Brief and set own Specification targets.  
Research and produce a **range of ideas** for chosen context. Consider use of Smart Materials within ideas.

### Specialist Technical Knowledge

Investigating **Smart & Modern Materials** and their use within existing products. Identify potential use with own project ideas.  
Developing understanding of **computer design skills** to develop **CAD designs** for logos and ticket designs.  
**Research and Investigation** skills used in **ILT** on **Packaging, Branding and Marketing**

### Planning and Making Skills (Realisation)

Use of **CAD/ICT** programs—Developing skills, knowledge and understanding within CAD to design and make logo, ticket and product outcomes.  
**Adobe Creative Cloud—Fireworks/Illustrator**  
**Modelling and testing ideas**. Simple **modifications** based on analysis and evaluation.

### Analysis and Evaluation

**Self-analysis** of practical work—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.

