


DESIGN AND TECHNOLOGY

LINK:

YEAR 8 – Influential Designers Unit (KS3) – 8 weeks										
INTENT: To play a part in developing knowledge and understanding of the Design and Technology National Curriculum. Students are to learn about influential designers that have made an impact on the subject. (Teachers can personalise their choice dependent on their specialism.)		The bigger picture: This scheme plays an important role within the technology curriculum as it is essentially teaching skills from the National Curriculum and preparing students for the challenges of key stage 4. The Next Step: The unit prepares students for the Engineering Design Course at Key stage 4. It focusses predominantly on research, model making and design ideas, which will develop useful skills for units R039 and R040.							 <p>* Link to C&C</p>	Character & Culture Character and Culture is embedded within the curriculum map and coded as shown.
Lesson										Society Design and Technology can lead to many careers in society. An example of this is within the STEM routes.
Retrieval Task:	Purpose	Harry Beck	Calvert	Calvert	Gaudi Recap Perspective	Chanel	Pininfarina	Next rotations	CROSS CURRICULAR LINKS: Art – <ul style="list-style-type: none"> Studying different influential artists and The impact they have had on our society. LESSON STRUCTURE: <ul style="list-style-type: none"> ALL lessons will use the whole school strategy I DO, WE DO, YOU DO ALL lessons will have a retrieval task that engages learners immediately after arrival. In practical settings this may not use a PowerPoint. All lessons will have a period of SILENT STUDY. All lessons will have Learning objectives visible. (TOPIC SHEET INFORMATION) WHAT SKILLS WILL BE DEVELOPED: <ul style="list-style-type: none"> Recall several influential designers and identify what they do. To be able to design and make in the style of an influential designer. WHY WE ARE LEARNING THIS: <ul style="list-style-type: none"> To understand how designers have made a big impact through their work in graphic and product design and have changed the appearance of our environment. To develop your own design skills using research, drawing and development of your own ideas. HOW TO BECOME AN EXPERT IN THIS TOPIC: <ul style="list-style-type: none"> To engage with wider sources and materials in order to develop your understanding of design, techniques and processes to further develop your skills and ideas further. 	
Objective: I do, we do & you do ...	Introduction to Influential designers. Setting expectations. Starting with Wally Ollins Logo/ Branding. Colour Psychology. Task-Create a logo inspired by Wally Ollins. Use CAD specialist software	Harry Beck. Background. Examples of work. Task- To design a map of the school. Use CAD specialist software	Margaret Calvert. Background. Examples of work. Research and annotate work of Margaret Calvert.	Margaret Calvert. Background. Examples of work. Research and annotate work of Margaret Calvert. Task-Create an original design for a sign. Use CAD specialist software.	Gaudi. Background. Create a factsheet. Research Materials used in Architecture. Colour, shape, material. Recap Perspective. Given design brief. Task- to design a building inspired by Gaudi.	Coco Chanel. Background. Examples of work. Task- to create a perfume bottle design.	Car design. Background. Examples of work. Task- to create a futuristic car design using CAD specialist software.	Robert Sabuda or a designer of their choice covered this rotation. To make a flat design on paper of one of their designs and create it in 3D		
Silent Study:	B M E	B M E	B M E	B M E	B M E	B M E	B M E	B M E		
Assessment		FAR 1				FAR 2	INPUT GRADES	End of year ASSESSMENT		
Homework				Spelling Test				Spelling Test		
Literacy: 2 for 2 3 for 3	2 for 2 and 3 for 3 – Within the unit of work teachers use educational and subject specific key literacy. Key Vocab Influential Designers: 1. Wally Olin’s 2. Alberto Alessi 3. Antonio Gaudi. . . 4.Harry Beck. . . 5. Robert Sabuda. . . 6. Alec Issigonis... 7. Coco Chanel... Key words: Analysis, research, planning, designing, prototype, evolve, inspire, create, manufacture, accuracy and evaluate. The previous key designers we looked at were: - Jock Kinnear and Margaret Calvert, Wally Olin’s and Pinin farina words and key pictures – Each unit of work has a handout including all key terms, words, tools, and materials. (See whole year group mapping of spellings and definitions)									
Cultural Capital	Influential Figures: Understanding the wider society implications of key designers, engineers, and inventors with relation to their significant achievements is focussed on in Year 8 through the influential designers project. (E.g Harry Beck, Jock Kinnier and Wally Olin’s, Alessi and Car designer’s Pinin farina).									
Connected Knowledge	This is a unit designed to... prepare students for the future of design and technology at Bilton School as influential designers play a part of the future curriculum. Following this it supports the journey into KS4 and 6th form Art and Design. Across the school this supports the Art, ICT and Business departments as these skills are transferable and are beneficial in the curriculum plan. Beyond school, Design History and evaluative skills with respect of influential designers can be hugely beneficial in the Art and Design university courses. To have an interest and understanding in this area proves very beneficial if you were to work in any of the Art and Design fields post A levels and University.									
IMPACT	Students measure progress using the department F.A.R tracking sheets which are in the Assessment Booklets, Teachers track the marks given using the department shared mark book and SIMS. This will show progress over time and prepare students for future learning at Bilton School.									