










# DESIGN AND TECHNOLOGY

Link - R:

YEAR 7 – Drawing Skills Unit (KS3) = 8 Week rotation																					
<b>INTENT:</b> To play a part in developing knowledge and understanding of the Design and Technology National Curriculum. <b>Students are to</b> develop their foundation technical drawing skills. They will learn, recap and extend upon previous knowledge in this area. The unit gets progressively harder and more complex over time.					<b>The bigger picture:</b> 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. <b>The Next Step:</b> This unit is preparation for the Engineering Design Course at Key stage 4. It focusses on Unit R107 / R039 which has an element involving sketching in 2D & 3D.											 * Link to C&C	<b>Character &amp; Culture</b> Character and Culture is embedded within the curriculum map and coded as shown.				
<b>Lesson</b>																					
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16					
<b>Retrieval Task:</b>	4x 90 second sketches		4x 90 second sketches		Recap on one-point perspective		4x 90 second sketches		4x 90 second sketches		Recap on 2-point perspective and isometric drawing techniques		4x 90 second sketches								
<b>Objective: I do, we do &amp; you do...</b>	Learn about sketching and quick, loose drawing techniques.	3-D drawing techniques Planometrics	3-D drawing techniques One-point perspective	3-D drawing techniques One-point perspective	Assessment And feedback. Starting two-point perspective drawing technique.	3-D drawing techniques Two-point perspective	3-D drawing techniques Two-point perspective	3-D drawing techniques Two-point perspective	3-D drawing techniques Isometric	3-D drawing techniques Isometric	3-D drawing techniques Isometric	3-D drawing techniques Isometric assessment	Advanced Isometric practice. Cylinder	Advanced Isometric practice Positive, negative cube and rendering	Advanced Isometric practice. Introduction to architecture						
<b>Silent Study:</b>	B	M	E	B	M	E	B	M	E	B	M	E	B	M	E	B	M	E			
<b>Assessment:</b>	Baseline assessment - quizzes						FAR 1						FAR 2			INPUT GRADES			END OF YEAR ASSESSMENT		
<b>Homework:</b>				SPELLING TEST									SPELLING TEST								
<b>Literacy:</b> 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 words and key pictures – Each unit of work has a handout including all key terms, words, tools and materials.																				
<b>Cultural Capital</b>	<b>Sketching Local Architecture:</b> Developing drawing skills by studying and sketching notable local buildings helps students acquire essential observational skills, enriching their understanding of their environment as definition as cultural capital. Drawing skills are explicitly linked to the CAD skills unit and students revisit tasks to allow them to understand how things can be created in an industrial context much more easily and accurately using CAD.																				
<b>Connected Knowledge</b>	This is a unit designed to... induct students into the department, whilst refreshing old skills, we also introduce new ones, we prepare students for the future of design and technology at Bilton School as having drawing skills is important and plays 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 department as these skills are transferable and are beneficial in their curriculum plans also.																				
<b>IMPACT</b>	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.																				



\* Link to C&C

**Character & Culture**  
 Character and Culture is embedded within the curriculum map and coded as shown.

**Society**  
 Design and Technology can lead to many careers in society. An example of this is within the STEM routes.

**CROSS CURRICULAR LINKS:**

- **ART - In Year 7 you study drawing within the first term.**
- **GEOGRAPHY - Field sketching – Term 1**

**LESSON STRUCTURE:**

- 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.

**WHAT SKILLS WILL BE DEVELOPED:**

- An introduction to drawing skills. To be able to understand and apply 2D and 3D drawing skills.

**WHY WE ARE LEARNING THIS:**

- To develop your foundation drawing skills and techniques.
- To apply the use of these techniques whilst following through a range of drawing tasks. Each one gets progressively harder.

**HOW TO BECOME AN EXPERT IN THIS TOPIC:**

1. Watch this YouTube clip to stretch yourself - How to Sketch like a Product Designer: Top 10 Tips to Improve your Drawing.
2. Read this book from Amazon - Learn To Draw Cool Stuff For Young Artists: A Drawing Gift With Fun, Easy Step-By-Step Practices & Techniques To Master In Less Than 21 Days by Elizabeth H. Taylor - £7.99