

Design and Technology

Key Stage 3:

- Understanding contexts, users and purposes
- Generating, developing, modelling and communicating ideas
- Evaluating own ideas and products
- Evaluating existing products
- Planning
- Practical skills and techniques
- Key events and individuals
- Making products work

These areas are taught through the following projects:

Year 7	Structures – Cantilever
	Electronics – Mood Lamp
	Resistant Materials – Ear plug holder
	Food – Retro Kitchen
Year 8	Electronics – MP3 Amplifier
	Mechanisms – Cam Toy
	Food – International Foods
Year 9	Systems & Devices – Sensor Circuit, PICAXE programming, LEGO robots, CAD/CAM – Sketch Up and 3D Printing
	Resistant Materials – Bottle opener
	Textiles – Fibres & Fabrics