

SUBJECT

Design and Technology



WHY THIS SUBJECT IS IMPORTANT

All students will learn from a range of positive practical and theoretical experiences linked to life skills and creativity. With good career links related to Design and Technology, we try to develop our students to be independent problem solvers with a good awareness of how our subject fits into the world both culturally and economically.

WHAT WE WANT TO ACHIEVE

Students will be able to communicate design ideas effectively using Computer Aided Design, using design vocabulary and through traditional drawing techniques. They will manufacture products safely using CAM and traditional workshop methods applying broad industry related knowledge and skills to solve problems.

WHAT YOU WILL LEARN IN YEAR 7

In Year 7 you will learn a range of skills and processes to help you develop your knowledge and understanding of DT. The biomimicry project covers the design process, biomimicry, electronic systems and tools to cut and shape timbers and manufactured boards. The action figure project covers graphics, vacuum forming, packaging, symbols and logos, tools and equipment used to shape and form paper, boards and thermoplastics.

EXTRA CURRICULAR OPPORTUNITIES

STEAM club activities
Scalextric club
Greenpower electric car club
Weekly workshop sessions
STEAM focus days