

Year 7

Year 8

Year 9

## Graphics

### Bottle Labels

Design – Design movements.  
Make – Identifying manufacturing procedures.  
Evaluate – Test, evaluate and refine ideas against specification.  
Technical Knowledge – Understanding properties of materials.

### Chocolate Bar Wrapper

Design – develop and communicate design ideas using annotated sketches  
Make –select from and use specialist tools, techniques, processes (knives)  
Evaluate – Test, evaluate and refine ideas against specification.  
Technical Knowledge – Understanding properties of materials.

### Bird House Design

Design – Identify and solve their own design problem and understand how to reformulate problems given to them.  
Use a variety of approaches to generate creative ideas and avoid stereotypical responses  
Develop and communicate design ideas using annotated sketches.  
Technical Knowledge – Understand and use the properties of materials to achieve functioning solutions.

## Textiles

### Felt Monsters

Design – develop and communicate design ideas using annotated sketches/use research and exploration, such as the study of different designers  
Make – technique (felting) and hand sewing  
Evaluate – Analyse work of Jon Burgerman and Micheal Robertson to develop own work.  
Technical Knowledge – understand and use the properties of materials (felt) and understand suitability of machine vs hand stitching.

### Day of the Dead Masks

Design – use research and exploration - the study of different cultures (Mexican) and 3D animation as inspiration (Disney)  
Make – select from and use specialist tools (sewing machines), techniques (applique & sewing types).  
Evaluate – Analyse the work of past and present professionals (applique designers) to develop and broaden their understanding; evaluate ideas for suitability against specification.  
Technical Knowledge – understand and use the properties of materials (felt and others) and the performance of machine vs hand stitching.

### Identity T-shirt

Design - identify and understand user needs; identity T shirt explore representation of own ideas.  
Make -select from and use a wider, more complex range of materials; different textiles and their properties.  
Evaluate - test, evaluate and refine their ideas and products against a specification/understand developments in design and technology(fibers)  
Technical knowledge - select from and use a wider, more complex range of materials taking into account their properties (types of textiles and their suitability/properties for use in project.

## Product Design

### Wooden Animals

Make – Select from and use specialist tools, techniques, processes, equipment and machinery precisely, including computer-aided manufacture  
Technical Knowledge – Understand and use the properties of materials to achieve functioning solutions.

### Storage Box

Design – Use research and exploration to identify user needs.  
Make – Select from and use specialist tools, techniques, processes, equipment and machinery precisely, including computer-aided manufacture  
Technical Knowledge – Understand and use the properties of materials to achieve functioning solutions.

## Food and Hygiene

### Eat Well Guide

Understand and apply the principles of nutrition and health  
Become competent in a range of cooking techniques.  
Cook a repertoire of predominantly savory dishes to be able to feed themselves and others.  
Understand the source, seasonality and characteristics of a broad range of ingredients.



# Year 7

# Graphics

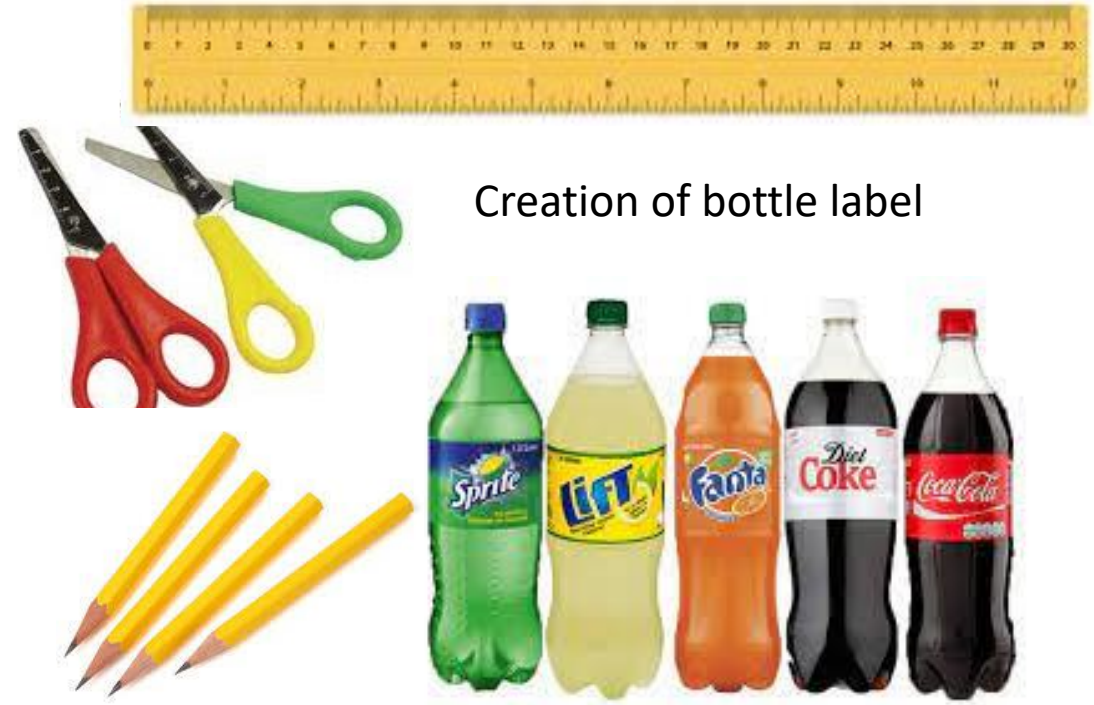
## Researching existing bottle labels



## Application of colour techniques

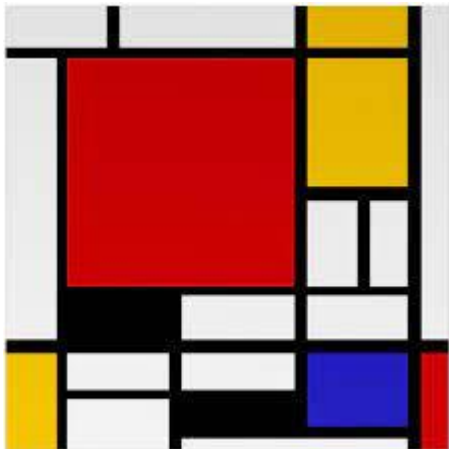


## Creation of bottle label



## Art movement research

### Bauhaus



### Art Deco



### Memphis



### Pop Art

## Logo and brand development

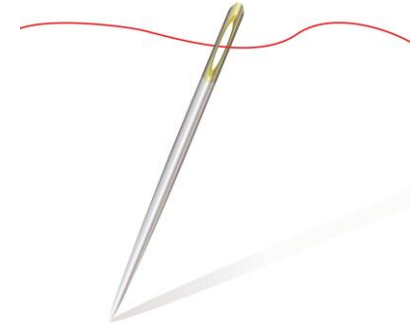




# Year 7

# Textiles

Threading a needle



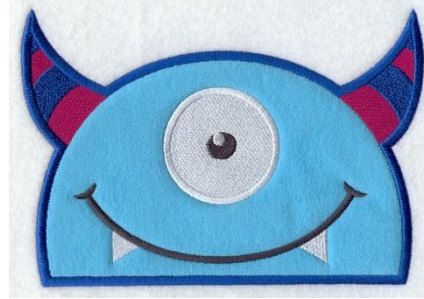
Jon Burgerman



Artists research

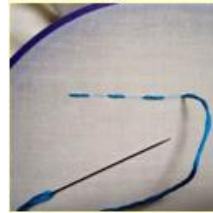


Michael Robertson



Applique

Running Stitch



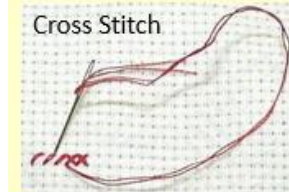
Back Stitch



Decorative stitch



Cross Stitch



Chain stitch

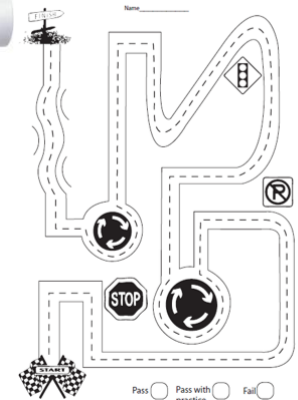


Stem stitch



Different types of hand stitch

Machine training and safety



Pass ☐ Pass with practice ☐ Fail ☐

Felt monster hand puppet/finger puppets/soft toy creation





# Year 7

# Product Design

Tenon Saw



Tri Square



Wood working files



Hand tool safety

Coping Saw



Wooden animal creation



Pyrography to decorate



Machine safety

Belt sander



Polisher/ Buffer

Scroll saw



Pillar drill

Workshop safety





# Year 8

# Graphics

Chocolate bars



Logo Design

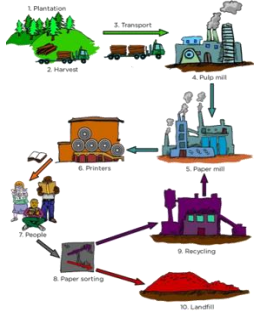
Brief/  
Specification



Redesign understanding how and why



Knife cutting skills



Paper  
Types  
Manufacture



product lifestyle



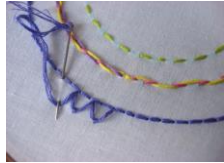
Product  
Packaging  
Ethics  
Role



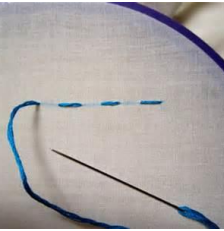


# Year 8

# Textiles



Techniques applique & sewing types.



Performance of machine vs hand stitching.

Stitch length

Stitch selector

Presser foot

Bobbin case



Day of the Dead  
Masks



Bobbin winder

Balance  
wheel

Research and exploration  
Design



Reverse  
button

properties of materials suitability against specification



Analyse the work of past and present professionals



# Year 8

# Food and Hygiene

Eatwell Guide – Healthy and balanced diet

Knife cutting skills



Bridge and claw technique



Food safety

## Prevent Cross Contamination

Use correct colour coded chopping boards and knives at all times

RAW MEAT

RAW FISH

COOKED MEATS

SALADS & FRUITS

VEGETABLES

DAIRY PRODUCTS

ALLERGENS

Seasonal foods



designed by freepik

Cooking via different techniques



Hob – vegetable soup

Create a healthy pizza



Oven - Pizza

Knife skills – Fruit fusion



Measuring and weighing





# Year 9

# Graphics

## Tone variation



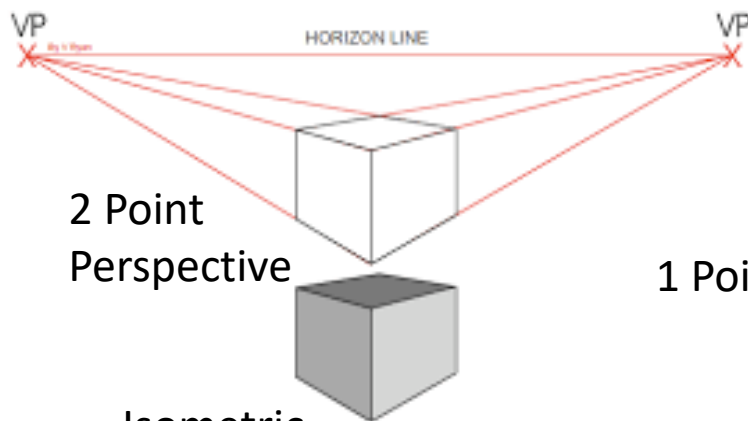
- A** is for **Aesthetics**
- C** is for **Cost**
- C** is for **Customer**
- E** is for **Environment**
- S** is for **Size**
- S** is for **Safety**
- F** is for **Function**
- M** is for **Material**

## Existing product analysis

- Aesthetics** means what does the product look like? What is the Colour? Shape? Texture? Material? Appearance? Feel? Weight? Sound?
- Cost** means how much does the product cost to buy? How much does it cost to sell? Cost to make? How much do the different materials cost? Is a good value?
- Customer** means who will buy or use your product? Who will buy your product? Who will use your product? What is their Age? Gender? What are their likes? Dislikes? Needs? Interests?
- Environment** means will the product affect the environment? Is the product Recyclable? Reusable? Repairable? Sustainable? Environmentally Friendly? Good for the environment? Will it pollute? Damage? Harm? Spoil? Ruin? Destroy? Kill?
- Size** means how big or small is the product? What is the size of the product in relation to itself? Is the size the same as similar products? Is it comfortable to use? Does it fit? Would it be improved if it was bigger or smaller?
- Safety** means how safe is the product when it is used? Will it be safe for the customer to use? Could they harm themselves? What is the correct and safest way to use the product? What can the user do?
- Function** means how does the product work? What is the product's job and what? What is it needed for? How well does it work? How could it be improved? Why is it used this way?
- Material** means what is the product made out of? What materials is the product made from? Why were these materials used? Would a different material be better? How was the product made? What manufacturing techniques were used?

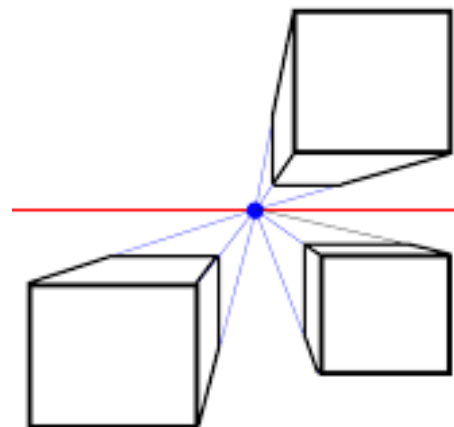


## Drawing techniques

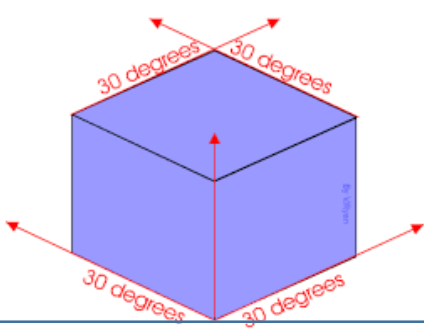


2 Point Perspective

1 Point Perspective



Isometric



## Materials

Wood  
Metal  
Plastic



## Product design through sketching and development





# Year 9

# Textiles



explore representation of identity of self



Advance existing needlework and machine skills and techniques



Analyse and understand logos



Identity T Shirt



Ideas and products Specify; Test; Evaluate; Refine

identify and understand user needs; different textiles and their properties.

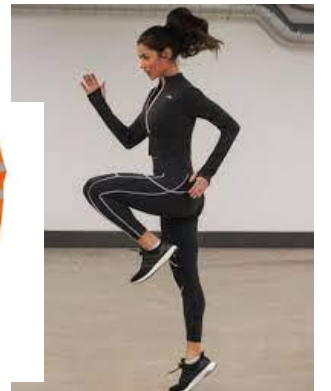


THE TYPES OF FIBRES



suitability/properties for use in project.

Development of Applique techniques

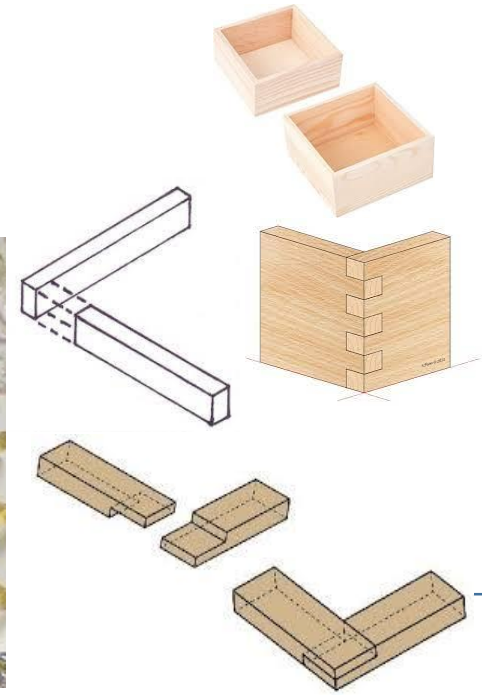




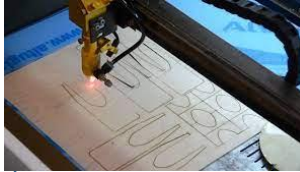
# Year 9

# Product Design

Creation of a trinket box - Using different wood joint methods



Laser cutter to decorate



Pyrography to decorate



Tenon Saw



Tri Square

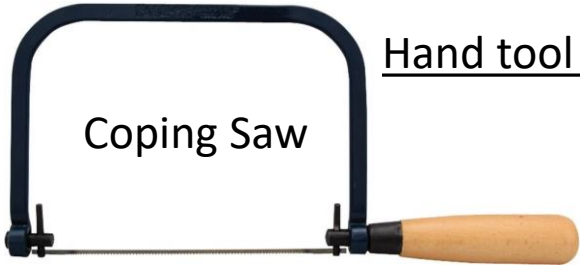


Wood working files



Hand tool safety

Coping Saw



Machine safety

Belt sander



Polisher/ Buffer



Scroll saw



Pillar drill



Workshop safety



Eye protection must be worn

