

KS3 Course: Technology Structure and skills.	Year	Skills Developed	Course Content	Assessments	Resources
	7	<p>Research, design ideas and development. Safe use of a range of hand tools, safe use of pillar drill and fretsaw, soldering, basic 2d Design, filling with colour on adobe photoshop, a range of hand stitches.</p>	<p>Students rotate each term through 3 different focus areas: <b>Wood Metal and Plastic (WMP)</b>, <b>Graphic Design/Textiles</b> and <b>Electronics</b>. In WMP the students look at Pop Art and create their own <b>Pop Art Clock</b> mainly using acrylic and vinyl. In Graphic Design the focus is <b>Blue Planet</b>. The students develop drawing skills and learn simple techniques on Adobe Photoshop to create a sea themed design for a reusable water bottle. In Textiles they continue with the <b>sea creatures</b> theme to hand sew a keyring. They look at basic sewing stitches and decorative techniques. In Electronics the students design and make a <b>nightlight</b> using acrylic. The students use 2d Design to create a geometric idea that is then etched on a laser cutter. Basic electronic principles are taught as well as how to solder a simple sensor circuit.</p>	<p>Three areas assessed per project each term: <b>WMP- Research</b> on Pop Art, <b>Ideas</b> and <b>Making</b> skills; Graphics and Textiles - Research, Theoretical knowledge and Making Skills: Electronics - Design ideas, technical skills and knowledge, testing and evaluating.</p>	<p>Resources on X drive and Google Classroom. Informative displays.</p>

8	<p>Research, designing skills using 2d and 3d techniques (isometric and oblique). Soldering, blocky programming, lap joint, use of tenon saw and chisel, layering techniques on adobe photoshop, further sewing skills using applique,</p>	<p>Wood Metal Plastic: Money Box .          Skilled based learning lap joints and creative design skills.          Graphics: Card puppet. Group project with characters chosen and developed. Drawing and photoshop skills developed further. Electronics: Cyberpet. Improved soldering techniques, basic programming using microprocessor, input, process, output. Textiles: Food inspired phone or glasses case, looking at work of Textile designers such as Holly Levell.</p>	<p>Three areas assessed per project each term:  <b>WMP- Research, Ideas</b> and <b>Making</b> skills;          Graphics and Textiles - Research, Theoretical knowledge and Making Skills: Electronics - Design ideas, technical skills and knowledge, testing and evaluating.</p>	
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