



# DESIGN TECHNOLOGY Y8 CURRICULUM AND ASSESSMENT MILESTONES DOCUMENT

## YEAR 8 CURRICULUM MILESTONES: DESIGN TECHNOLOGY

### **Designing and Planning**

They will have an awareness of social moral, cultural and environmental issues

Pupils will be able to understand the needs of a given user/client based on a given design brief.

They will be able to understand what a design brief is and be able to write a simple design specification.

They will be able to use some given research to help them to design

They will be able to sketch some simple ideas in 2D

They will be able to add some simple annotations about materials used as well as tools and processes used to make some parts.

They will be able to follow a given plan in sequence to manufacture

They will be able to understand why planning healthy choices is important for well-being and health

### **Making and Developing**

They will be able to name a broader range of tools, materials and ingredients including those from previous experience. They should be able to select their own with some independency.

They will be able to name and apply more of the taught processes and be able to explain in more detail what they are used for

They will be able to name a broader range of materials and name more of their working properties as well as having a greater understanding of use of materials in industry

They will be more accurate with a good quality finish, more creative when solving problems and be more independent when making products with a range of tools processes and materials and they should be more able to quality check their own work as well as the work of others

They will have some experience of modern manufacturing techniques including CAM as well as modern and smart materials

They will start to work more independently and to adapt and experiment around the given projects

They will have the opportunity to start to explore ks5 progression as well as future careers

They will become proficient in making high quality products using a broad range of materials / ingredients and to be starting to stretch those existing skills

### **Analysing and Evaluating**

They will be able to look at the work of others including products and images of related and unrelated products to help them when designing and making.

They will start to use influences for example colour, texture and form and taste starting to avoid design fixation

They will be able start to critically analyse/evaluate their work and the work of others against a design brief/specification that they have helped develop in some detail

They will know what the responsibilities of designers and manufacturers are in relation to social, moral, cultural and environmental issues. They should be able to start to critically analyse/evaluate theirs and others work with this in mind with support

They will be able to identify common errors as well as specific problems when designing and making and explain what went wrong. They will also be able to start to problem solve independently with some prompts

They will be able to compare and contrast when analysing and evaluating as well as suggesting an improvement that could be made

They will be starting to increase their conceptual understanding making links between concepts in familiar situations

They will be able to describe what has gone well and what can be improved during their practical and set themselves targets for the following lesson.

### **Technical Knowledge**

They will be able to use a broader range of technical language using in familiar situations fluently as well as in some unfamiliar situations this could include cross-curricular

They will have a good understanding of the 5 stages of the Life Cycle Assessment, and it should influence the design of their products

They will have some understanding of what inclusive design is and be able to apply the knowledge in given situations

They will they should have good understanding new and emerging technologies and the positive and negative impact they can have on society and the planet

They will develop knowledge of healthy eating including modifying recipes for health, eating in season, understanding factors that can affect food choice and traffic light labelling.

## **YEAR 8 ASSESSMENT MILESTONES: DESIGN TECHNOLOGY**

### **Consolidation lessons**

Consolidation lessons take place at the start of each rotation covering knowledge from previous projects. The lessons are bespoke for each group depending on which projects have been taught previously. The consolidation lessons will enable teachers to revisit previous learning checking understanding of substantive knowledge across disciplines.

### **Food Tech**

Diagnostic Test: Multiple choice Quiz to enable teachers to understand pupils' level of understanding of technical language.

Feedback: Feedback takes place based on immediate live feedback for both practical as well as written tasks based on immediate live feedback tasks which will be personalised as well as shared with class through a 'Whole Class Feedback' document

Practical: Pupils are assessed on the accuracy and safe use of equipment, use of a range of ingredients and the ability to follow a recipe accurately.

Pupils will use a range of ingredients following and modifying a range of recipes to make healthy food that follow the eat well guide and healthy eating guidelines. they are expected to be more independent and able to choose their processes with more independency staying safe at all times

### **Maze Game**

Diagnostic Test: Multiple choice Quiz to enable teachers to understand pupils' level of understanding of technical language.

Feedback: Feedback takes place based on immediate live feedback for both practical as well as written tasks based on immediate live feedback tasks which will be personalised as well as shared with class through a 'Whole Class Feedback' document.

Practical: Pupils are assessed on the accuracy and safe use of tools and equipment, manipulation of materials including shaping and joining methods. Pupils are also assessed on their problem solving, analysing and creative thinking skills.

Pupils will experience cutting, shaping and joining wood-based materials. they will also cut shape and join polymer material as well as wood-based materials using mechanical fixings to manufacture a successful and accurate Maze Game. pupils will be expected to be more independent and resilient when selecting and using tools and processes, they should also be more creative and accurate

### **Soft Sculpture**

Diagnostic Test: Multiple choice Quiz to enable teachers to understand pupils' level of understanding of technical language.

Feedback: Feedback takes place based on immediate live feedback for both practical as well as written tasks based on immediate live feedback tasks which will be personalised as well as shared with class through a 'Whole Class Feedback' document.

Practical: Pupils are assessed on the accuracy and safe use of tools and equipment, manipulation of materials including shaping and joining methods. Pupils are also assessed on their problem solving, analysing and creative thinking skills.

Pupils will experience hand embroidery stitching, the use of templates, pinning and cutting of fabrics. They will also use sewing machines as part of the project. They will use these skills to create a personalised soft sculpture.

### **Cooperate Identity**

Diagnostic Test: Multiple choice Quiz to enable teachers to understand pupils' level of understanding of technical language.

Feedback: Feedback takes place based on immediate live feedback for both practical as well as written tasks based on immediate live feedback tasks which will be personalised as well as shared with class through a 'Whole Class Feedback' document.

Practical: Pupils are assessed on the accuracy and safe use of tools and equipment, manipulation of materials including shaping and joining methods. Pupils are also assessed on their problem solving, analysing and creative thinking skills.

Pupils will experience cutting, shaping and joining Papers and boards. they will also work more independently to design and develop a range of cooperate products to advertise their Desk tidy. They will use a range of drawing and colouring techniques throughout.