

Holy Family Catholic School

Curriculum Overview Year 8 – Technology (Design Tech)



	Curriculum Content	Suggested Reading or Extension Activities
Half Term 1 (Sept-Oct)	Board Game project: - How to brainstorm for your board game. - How to delegate roles within your team and to know the key elements of a good team. - How to write a situation and a design brief. - How to design company logos to go on packaging, and why. - How to create design ideas for packaging. - How to create design ideas for board game. - How to work safely in the graphics room (know how to use a craft knife, safety ruler, cutting mat, and double-sided tape).	- Write a meaningful conclusion for the brainstorm. - The use of 2D Techsoft and google sketchup. Download the ONSHAPE (3D software)online version- It's free, just register with your school email and start drawing! https://www.onshape.com/en/education/
Half Term 2 (Nov-Dec)	Board Game Project (continue): - How to use sticky back plastic and a laminator to give a professional finish to paper/card items. - Finish making the board game. - How to play your board game and evaluate the game and the project. - How to present your board game and peer assess the board games of other teams. - How to write an evaluation for the board game project. - Complete the mini-assessment score sheet	- Complete mini-assessment score sheet and the target sheets. - Complete the final assessment score sheet. - Draw the modified version of the final product if given the chance to make it again.
Half Term 3 (Jan-Feb)	Wind Chime / Dream Catcher Project: - Research existing wind chimes and different types of forces. - How write a design brief stating what you intend on designing and who you intend on designing for (your target market). - How to analyse an existing hand game using 5WH (Who, Where, What, Why, When and How) technique. - How to create a nature inspirational collage. - How to create a collage line drawing. - How to write a meaningful design specification using ACCESSFM technique. - How to generate creative and original design ideas of wind chimes and evaluate them against design specification. - How to draw the final design of the wind chime.	- Draw and label the type of forces. - Compare wind chimes / dream catchers and write meaningful conclusions. - Complete the planning sheet. - Evaluate the final design against design specification.
Half Term 4 (Feb-Mar)	Wind Chime / Dream Catcher Project (continue): - Writing a comprehensive production plan. - How to make the wind chime using materials available including recyclable materials.	- Complete the mid-product assessment.. - Complete the final assessment score sheet.

	• Testing and evaluating the finished project and suggesting how the project could be improved in future. • Complete an end-of-project assessment.	• Draw the modified version of the final product if given the chance to make it again.
Half Term 5 (Apr-May)	Steady Hand Game Project: • How to research types of hand games and describe their users, materials, function, appearance, manufacture, etc. • How to write a design brief stating what you intend on designing and who you intend on designing for (your target market). • How to analyse an existing hand game using 5WH (Who, Where, What, Why, When and How) technique. • How to develop a design specification using 'should', 'could', and 'must'. • How to calculate resistance of resistors using colour code. Input-process-output. • How to categorise electronic components under Input, process, and output. • How to generate creative and original design ideas of steady hand game background (theme) and wire course. • How to understand the use of Printed Circuit Board (PCB) in electronic equipment. • How to write a comprehensive production plan.	• Write a meaningful conclusion for the research into existing products.. • The use of 2D Techsoft and google sketchup. Download the ONSHAPE (3D software)online version- It's free, just register with your school email and start drawing! https://www.onshape.com/en/education/ • More work on calculating resistances. • Complete production plan sheet.
Half Term 6 (Jun-Jul)	Steady Hand Game Project (continue): • How to make a lap joint and create a stand for the steady hand game. • How to make the background for the moving toy. • How to solder electronic components together using soldering iron. • How to assemble all the parts together. • How to test and evaluate the finished project and suggest how the project could be improved in future.	• Draw and label different types of wood joints. • Complete electronic components worksheet. • Draw the modified version of the final product if given the chance to make it again.

Examples of Home Learning Tasks	As per whole school assessment cycle pupils will be tested on a mid-project assessment as well as an end of project assessment which is in keeping with the whole school data drops schedule
Assessment Tasks, Methods & Frequency	Pupils will get a taste of drawing in 2D and 3D software just as Architects, engineers, game designers and artists do. Students use 2D Techsoft to design packaging nets for the board game.
Equipment that Students Need	Pen/Pencil/Colour pencils/ green pen/eraser/sharpies for the H&S posters

Parent / Carers can help their child by:	Youtube, https://www.onshape.com/en/education/ , www.howitworks.com , www.bbcbitsize.co.uk
Useful Websites	Youtube, https://www.onshape.com/en/education/ , www.howitworks.com , www.bbcbitsize.co.uk

Extra-Curricular Activities & Career Opportunities	Year 8 STEM club
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Who Can I Contact?	Head of Technology	Miss L Jaber
	Teachers of Year 8 Technology	Miss L Jaber/ Mr.P Kwarteng/ Mr D.Shabani