Oak Lodge School Curriculum Guide

Design and Technology

Year 9

Focus: Designing for a purpose
Aim:

In year 9 pupils will work as a team to complete projects with a wider purpose. They will complete enterprise projects and community focused project. Pupils will be encouraged to make more creative risks but also to understand where compromises have to be made. They will need to work more closely to a specification and carefully plan their projects including customer care, budgets, health and safety, quality control and awareness of their projects in a wider context outside their school. Pupils will focus on team skills to reformulate design problems presented to them.

Autumn term- Spring term: Aim-to develop planning and manufacturing skills
In the first term pupils will undertake a large project developing part of their school grounds and making a difference to the school environment. They will need to select an area for development and brainstorm possible design solutions of how best to use the selected space. The team will need to address their concerns to appropriate staff at school, requesting permission and funding to carry out their refurbishments. This year pupils are designing an outside classroom to use free unused space around the school. The theme for the room is 'Alice in Wonderland'. Pupils will visit the V&A exhibition and using this as a catalyst they will create mood boards and design ideas for the outside classroom. They will develop some specific drawing skills, including one point perspective and various presentation techniques. They will be required to work as a team and source materials and resources to furnish the room. They will also learn about DIY skills of painting and decorating and creative use of space.

Spring term- Summer term: Aim-to develop generating, developing, modeling and communicating ideas.
During the spring/summer term pupils will work on a project to support a local community usually a primary school. They will develop skills in understanding consumer needs and working more closely to the final specification of the design brief. Pupils will generate simple questionnaires for the young consumers to match the needs of the pupils effectively. They will use a range of techniques to create their final product, which will enhance the primary playground. This may be in the form of painted murals or specific educational/fun products that will enhance the playground. Health and safety and risk assessments will form a large part of this project to help develop a better understanding of how this criteria is considered in the design industry. Pupils will be actively involved in presenting and testing of their final product with the primary school pupils. They will visit the venue where it will be used and organize a BSL lessons.

(Alternative project in either term is a small scale enterprise project creating products for sale and organizing a seasonal pop-up shop, raising funds for the school council)

Assessment:
Pupils are assessed using P Scales and Colour Oak Lodge Assessment DT levels based on essential knowledge, understanding and skills that all pupils should learn. They are assessed at the start and at the end of the year/term and they progress through RAG ratting. They have written and verbal feedback every week on their achievement and effort.
Pupils self-asses own progress to develop a better understanding of their own skills and areas to develop.

Some Useful vocabulary:
Enterprise, 2D – 3D design, industrial, mass/batch production, one-off, construction, one point perspective, interior design, customer feedback, values, specification, aesthetic, functional, modeling, profit

Websites:
www.50things.org.uk
www.kids.nationalgeographic.com
www.designmuseum.org/
www.data.org.uk

Parental support:
Discuss with your child why we always need new products. Discuss people's needs versus people's wants, i.e.: Mobile phones- how they changed and why? Talk about different products that are in shops depending on seasons- UK holidays and festivities. Discuss health and safety in parks, playgrounds, in shops.. etc.