



Rotation A: Product Design	
Topic	<p>STORAGE BOX In this project students will apply elements of the Iterative Design process using both traditional and Computer Aided Design tools to design unique elements of a timber storage box which they will produce using Computer Aided Design, Computer Aided Manufacture, and workshop tools and equipment. Students will create formal design drawings and diagrams and so further develop their ability to communicate using standard processes in Design & Technology. In the first half term students will develop core technical competencies including: Computer Aided Design skills, drawing marking out and shaping timber as they develop and resolve design ideas and begin to make their timber product. To underpin practical experiences, students will learn about the different classifications of natural and manufactured timbers as well as the physical and working properties of some timbers in order to select materials with consideration for purpose as well as social and environmental factors.</p>
Assessment	<p>STORAGE BOX In the second half of the term students will continue to develop core technical competencies by shaping & forming timber as well as improving the aesthetics and working properties of timber. Students will learn about the different classifications of natural and manufactured timbers as well as the physical and working properties of some timbers in order to select materials with consideration of purpose as well as social and environmental factors. Once the product is completed has been completed they will then evaluate their finished work, comparing it to their final design and making an overall judgement of their level of success.</p>
Assessment	<p>Progress Check 2 Approximate Date of Assessment Week Beginning: Students will be assessed on their ability to</p> <ul style="list-style-type: none"> • Use some technical language and methods of communication, to produce simple formal drawings and Computer Aided Designs and annotated sketches. Identify some of the standard timbers; manufactured boards correctly. • Work safely, applying some marking out and cutting and shaping technical skills in the production of a prototype. • Comment on own work and the work of others, showing knowledge of a particular design movements.
Assessment	<p>MILESTONE 1 Approximate Date of Assessment Week Beginning: Students will be assessed on their ability to</p> <ul style="list-style-type: none"> • Refer to formal drawings and annotated sketches to produce a functioning prototype safely and effectively applying appropriate joining and finishing technical skills. • Evaluate their finished product and justify the design choices they have made.



Rotation B: Textiles	
Topic	<p>CUSHION COVERS or TOTE BAG Pupils will start by dissecting a design brief linked to the WWF charity and make a choice on the product they would like to manufacture. They will then practice a variety of different decorative techniques including hand sewing, machine sewing and appliqué. Students will then research into tie dye looking at how different patterns are formed, practicing their tonal shading whilst drawing them. Finally students will produce their own creative designs for their chosen product meeting the requirements of the design brief. Once designed students will then do a written piece explaining their design ideas and justifying their overall final design.</p>
Assessme	<p>CUSHION COVERS or TOTE BAG In the second half term students create an individual method of manufacture to produce their own cushion cover or tote bag design. They will then have practical lessons where they manufacture their design. Once this has been completed they will then evaluate their finished work, comparing it to their final design and making an overall judgement of their level of success.</p>
Assessme	<p>Progress Check 2 Approximate Date of Assessment Week Beginning:</p> <ul style="list-style-type: none"> • Students will describe different techniques for tie dye. • Students will evaluate existing research of animal themed designs. • Students will produce a variety of create design ideas, showing high rendering skills and explain design choices.
Assessme	<p>MILESTONE 2 Approximate Date of Assessment Week Beginning:</p> <ul style="list-style-type: none"> • Students will have created a high quality cushion cover or tote bag which includes specified design elements. • Students will have evaluate their finished product, justifying the design choices they have made.



Rotation C: Computing	
Topic	<p><u>Flash Animation</u></p> <p>Pupils will develop their own flash animation from designing to create an electronic version of their animation. In this animation they will cover the following:</p> <ul style="list-style-type: none"> • Demonstrate how to use basic flash tools. • Explain and demonstrate what frame animation is. Explain and demonstrate how to use Layers. • Explain and demonstrate how to apply multiple effects. • Explain the advantages and disadvantages of flash animation.
Assesme	<p><u>Progress Check 3</u></p> <p>Approximate Date of Assessment Week Beginning:</p> <p>The assessment will be on the classwork that they have produced and provide them with written targets in order to support them to move forward.</p>
	<p><u>Flip Book Animation</u></p> <p>Pupils will learn what flipbook is, design their own flipbook and then create it. This will develop their animation skills, pupils will do this by doing the following:</p> <ul style="list-style-type: none"> • Explain what flipbook animation is. • Describe the advantages and disadvantages of flipbook animation. • Develop and create a storyboard to cover the main areas of their flipbook. • Create there storyboard in a flipbook format.
	<p><u>MILESTONE 3</u></p> <p>Approximate Date of Assessment Week Beginning:</p> <p>The assessment will be on the classwork that they have produced and provide them with written targets in order to support them to move forward.</p>

SUBJECT: Year 8 D&T (Creative Technology)



	Topic	Assessment
Rotation A: Product Design	STORAGE BOX	Refer to formal drawings and annotated sketches to produce a functioning prototype safely and effectively applying appropriate joining and finishing technical skills. Evaluate their finished product and justify the design choices they have made.
Rotation B: Textiles	CUSHION COVERS or TOTE BAG	Students will have created a high quality cushion cover or tote bag which includes specified design elements. Students will have evaluate their finished product, justifying the design choices they have made.
Rotation C: Computing	FLASH ANIMATION / FLIPBOOK CREATION	Pupils will develop their own flash animation from designing to create an electronic version of their animation. Pupils will learn what flipbook is, design their own flipbook and then create it. The assessment will be judge on the classwork that they have produced and provide them with written targets in order to support them to move forward.