

OUR DESIGN & TECHNOLOGY JOURNEY

DESIGN. CREATE. INNOVATE. INSPIRE.

YEAR
9

DESIGNING FOR REAL-WORLD NEEDS



PRODUCT DESIGN: INCLUSIVE PROJECT

- Inclusive design
- User-centred design
- Accessibility
- Problem solving
- Designing for real users
- Product evaluation



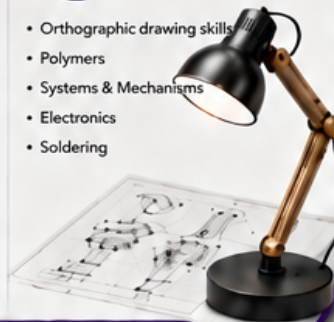
GRAPHICS: FILM BRANDING, POSTER AND CHOCOLATE BOX

- Branding
- Colour Theory
- Quality Control
- Target Market
- Typography



WORKSHOP: DESK LAMP PROJECT

- Orthographic drawing skills
- Polymers
- Systems & Mechanisms
- Electronics
- Soldering



Design innovative products that solve real-world problems.

SKILLS DEVELOPED

- Designing
- Making
- Evaluating
- CAD & Digital Design
- Prototyping
- Manufacturing
- Problem Solving
- Creativity

KEY CONCEPTS

- Materials
- Sustainability
- Inclusive Design
- Manufacturing
- Graphics
- Product Design
- Innovation

WHERE DESIGN & TECHNOLOGY CAN TAKE YOU

- Product Designer
- Industrial Designer
- Graphic Designer
- Architect
- Engineer
- CAD Technician
- Furniture Designer
- Manufacturing Engineer
- Fashion & Textile Designer

...and many more!

YEAR
8

DESIGNING FOR THE FUTURE



WORKSHOP: SKILLS PASSPORT 2

- Polymers & plastics
- Material properties
- Forming & shaping
- Manufacturing processes
- Product construction



GRAPHICS: GAME BOARD PROJECT

- Design brief & research
- Concept development
- CAD design
- Prototyping
- Manufacturing



PRODUCT DESIGN: DRAGON'S DEN

- Sustainable design
- Environmental impact
- Product lifecycle
- Flat-pack design
- Prototyping
- Material selection



Apply practical skills to create innovative and sustainable products.

YEAR
7

DISCOVERING DESIGN & MAKING



WORKSHOP: SKILLS PASSPORT 1

- Timber properties
- Measuring & marking out
- Hand tools
- Joining techniques
- Sanding & finishing
- Safe workshop practice



TEXTILES AND GRAPHICS: DESIGNER INFLUENCED PENCIL CASE

- Designer research
- Design brief & ideas
- Material selection
- Pattern development
- Construction techniques



PRODUCT DESIGN: DESIGN HISTORY LANTERN

- Design movements
- CAD design
- Laser cutting
- Product manufacture
- Design inspiration
- Visual analysis



Develop practical skills, creativity and confidence in designing and making.



YEAR 7

Learn Design & Making Skills



YEAR 8

Apply Skills to Sustainable Design



YEAR 9

Design for Real Users & Real Problems



BE CREATIVE
Keep innovating



BE CURIOUS
Keep exploring



BE PRACTICAL
Keep up! hobbjunn



BE RESILIENT
Keep improving



BE SUSTAINABLE
Keep innovating nature