DESIGN & TECHNOLOGY KS3: Year 8



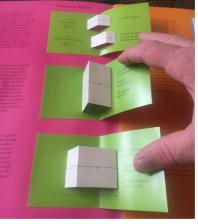
PRACTICAL SKILLS

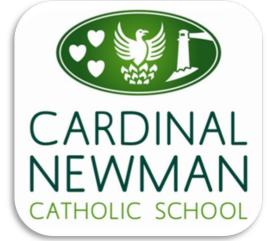
Advanced 2D Design skills

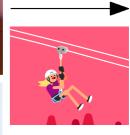
- Drawing nets
- Adding graphics
- Planning and modelling mechanisms

Producing pop-up cards Manufacturing envelopes







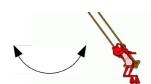














Who is Robert Sabuda? Types of motion? The importance of typography & colour when designing Pop-up design Surface developments/envelopes Isometric drawing Industrial processes



NUMERACY – Area of a cuboid





PRACTICAL SKILLS

Creating a template Cutting MDF using a coping saw Smoothing edges with a file Smoothing surfaces with glass paper Applying a finish Drilling a hole Countersinking a hole



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In year 8, you will spend a full term in each of the areas of Design & Technology. By the end of the year you will have advanced your

skills in Food, Timbers and

Paper & Boards.

KNOWLEDGE

Health & Safety in the workshop Hardwoods Softwoods Manufactured boards Names and uses of workshop tools Finishes

Prevent Cross Contamination

Raw Meat **Raw Fish**

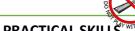
Salads & Fruits

TIMBERS



KNOWLEDGE

Health & safety Cross contamination Food temperatures Food provenance Function of eggs Herbs & spices Cereal and staple foods Religion and food



PRACTICAL SKILI Koftas Bolognaise

NUMERACY – Portions & fractions

Vegetarian Curry

Recipe Adaption

FOOD

Cooked Meats

Vegetables

Dairy Products





OUR LEARNING JOURNEY







