

Design & Technology Curriculum Map - Year 8

Term	Units of Study	Curriculum Guidelines	NC –Aims / Focus Points
Autumn 1 8A	Crocodile Toy	<ul style="list-style-type: none"> • Develop and communicate designing ideas using annotated sketches and detailed plans in 3-D • Investigate new and emerging technologies. • Account the views of intended users. • Test, evaluate and refine their ideas and products against a specification. • Understand developments in design and technology. • Understand how more electrical and electronics systems can be powered and used in their products I.E. sound. 	<ul style="list-style-type: none"> • Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world. • Critique, evaluate and test their ideas and products and the work of others. • Build and apply a repertoire of knowledge, understanding and skills in order to design and build.
Autumn 2 8B	Crocodile Toy	<ul style="list-style-type: none"> • Develop and communicate designing ideas using annotated sketches and detailed plans in 3-D • Investigate new and 	<ul style="list-style-type: none"> • Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an

		<p>emerging technologies.</p> <ul style="list-style-type: none"> • Account the views of intended users. • Test, evaluate and refine their ideas and products against a specification. • Understand developments in design and technology. • Understand how more electrical and electronics systems can be powered and used in their products I.E. sound. 	<p>increasingly technological world.</p> <ul style="list-style-type: none"> • Critique, evaluate and test their ideas and products and the work of others. • Build and apply a repertoire of knowledge, understanding and skills in order to design and build.
<p>Spring 1 8A</p>	<p>Tanks</p>	<ul style="list-style-type: none"> • Develop and communicate designing ideas using annotated sketches and detailed plans in 3-D • Select from and use specialist tools, techniques and processes, equipment and machinery precisely. • Understand how more advanced electrical and electronics systems 	<ul style="list-style-type: none"> • Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world. • Critique, evaluate and test their ideas and products and the work of others. • Build and apply a repertoire of

		<p>can be powered and used in their products i.e. movement.</p> <ul style="list-style-type: none"> • Understand how more advanced mechanical systems used in their products enable changes in movement and forces. 	<p>knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users.</p>
<p>Spring 2 8B</p>	<p>Tanks</p>	<ul style="list-style-type: none"> • Develop and communicate designing ideas using annotated sketches and detailed plans in 3-D • Select from and use specialist tools, techniques and processes, equipment and machinery precisely. • Understand how more advanced electrical and electronics systems can be powered and used in their products i.e. movement. • Understand how more advanced mechanical systems used in their 	<ul style="list-style-type: none"> • Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world. • Critique, evaluate and test their ideas and products and the work of others. • Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide

		<p>products enable changes in movement and forces.</p>	<p>range of users.</p>
<p>Summer 8A</p>	<p>Steady Hand Game</p>	<ul style="list-style-type: none"> • Develop specifications to inform the design of the innovative, functional, appealing products that respond to needs in a variety of situations. • Develop and communicate designing ideas using annotated sketches. • Select from and use specialist tools, techniques and processes. • Understand developments in design and technology, its impact on individuals, society and the environment and the responsibilities of designers, engineers and technologists. 	<ul style="list-style-type: none"> • Critique, evaluate and test their ideas and products and the work of others. • Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world. • Build and apply a repertoire of knowledge, understanding and skills in order to design and build.

<p style="text-align: center;">Summer 2 8B</p>	<p style="text-align: center;">Steady Hand Game</p>	<ul style="list-style-type: none"> • Develop specifications to inform the design of the innovative, functional, appealing products that respond to needs in a variety of situations. • Develop and communicate designing ideas using annotated sketches. • Select from and use specialist tools, techniques and processes. • Understand developments in design and technology, its impact on individuals, society and the environment and the responsibilities of designers, engineers and technologists. 	<ul style="list-style-type: none"> • Critique, evaluate and test their ideas and products and the work of others. • Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world. • Build and apply a repertoire of knowledge, understanding and skills in order to design and build.