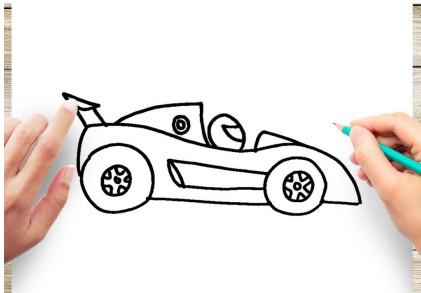


**UNIT A: Yr7**  
WACKY RACES



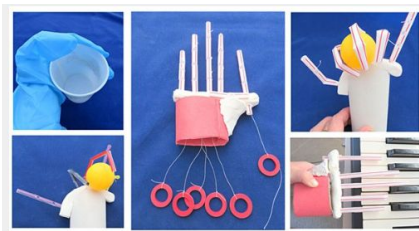
*Investigating how forces can act upon A moving object and understand how to work together in groups*

**UNIT D: Yr7**  
Upcycling



*Material knowledge, associated hand tools & equipment, Upcycling, the 6Rs, Sustainability, Environmental Impact, Lifecycle*

**UNIT F: Yr8**  
STEM Robot Hand



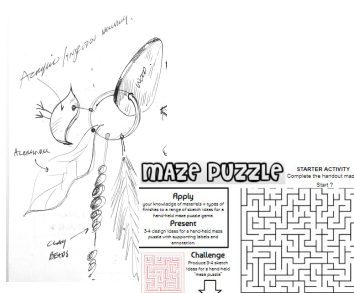
*Using anthropometric data and ergonomics, develop and test a range of solutions to produce a robotic hand*

**UNIT I: Yr8**  
Theatre Design



*Students will be introduced to the wide variety of design opportunities in Theatre and TV/Film*

**UNIT B: Yr7**  
Keys to the Classroom



*Understanding the characteristics and properties of materials, how to use hand tools and fixings to create a maze product*

**UNIT E: Yr7**  
Ali-Mals



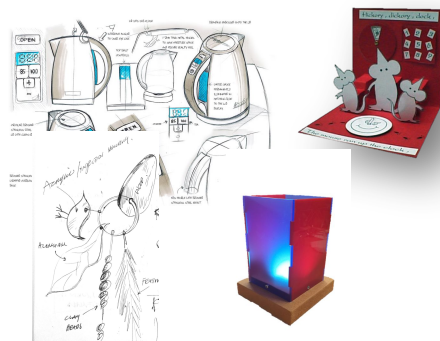
*Metal knowledge with aluminium, associated hand tools & equipment, net drawing, prototyping and evaluating outcomes*

**UNIT G: Yr 8**  
CUBE-BOT



*Using CAD/CAM tools to design and create A Nightlight whilst developing soldering skills*

**Assessments**  
Units F- I



*Students will be assessed on their theoretical knowledge of materials alongside their Practical based skills*

**UNIT C: Yr7**  
Phone Stand Project



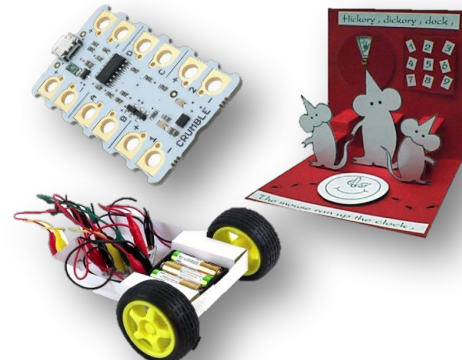
*Material knowledge, working and joining timber materials. Learn how to draw in Orthographic View*

**Assessments**  
Units A-E



*Students will be assessed on their theoretical knowledge of materials, alongside their Practical based skills*

**UNIT H: Yr8**  
Control & mechanisms



*Types of motion, CAMs, Iteration Process , Client Specifications , Mechanisms, cardboard engineering*

**Homework**



Google Classroom

*Students will be set homework on google classroom, which will pre teach and recall knowledge to prepare them for the upcoming curriculum.*





**UNIT J: Yr9**  
Timbers and Boards



*Material knowledge, working, joining and finishing wood, testing through modelling, creating & reading from plans.*

**UNIT K: Music Fusion**  
Graphic Design Fundamentals



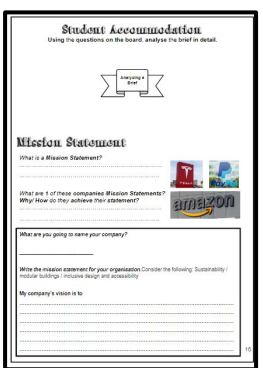
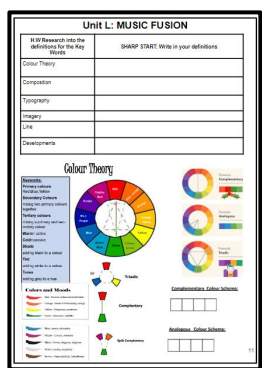
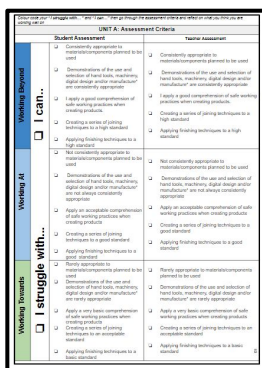
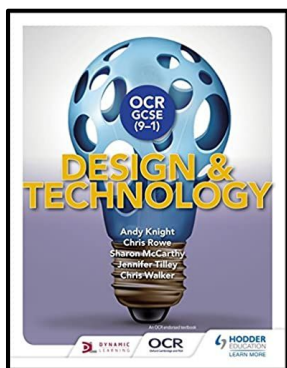
*Working from a brief, quick idea sketching, graphic design software including: Photoshop and desktop publishing.*

**UNIT L: Yr9**  
Design Engineer Construct



*Understanding the characteristics and properties of materials, how to apply properties into a Student Accommodation.*

**UNIT M: Yr9**  
Assessment Opportunities + Homeworks



*Students will be given the opportunities to gain critical thinking skills throughout their modules which will be essential for their Year 10 Options. Students will be given multiple opportunities to assess their progress at key moments throughout the units to determine which D&T Subject would be the most suitable for them. Homeworks will allow students to further develop their skills and gain in-depth understanding into key terminologies.*