



Overview	<p>In Year 7, students learn all about the design process and how to analyse products using ACCESSFM. They learn a range of design techniques to improve their creativity and how to generate unique ideas. Through a range of projects, students use their design, practical and problem-solving skills to design and make solutions to the different design briefs. We introduce a range of new skills and relate all our learning to industry.</p> <p>Projects covered over the duration of the year are not necessarily in this order. Each project lasts for 10-14 lessons depending on the length of the term.</p>
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Autumn Term	<p>Creative Project – Create a Monster</p> <ul style="list-style-type: none"> ■ The Design Process – What the steps are and what they cover (Design brief, research, specification, design ideas, prototyping, evaluation) ■ Product Analysis – How to analyse using the ACCESSFM acronym (Aesthetics, cost, customer, environment, safety, size, function, and materials) (extended writing task) ■ Idea Generation – Shown how to sketch and present design ideas using pencils, fine liners, and pencil crayons ■ Biomimicry technique – using nature to help inspire creative and unique design ideas. ■ Client Profiles – Using peoples’ needs and wants to help design help inspire creative and unique design ideas for different target markets. ■ Developing Drawing, rendering, shading and fine-lining techniques. 	Assessment
		<p>Design skills</p> <ul style="list-style-type: none"> ■ Presentation and colour ■ Creativeness of Design ■ Complexity of design ■ Drawing technique ■ Annotation <p>Extended writing</p> <ul style="list-style-type: none"> ■ Analysing and evaluating ■ Vocabulary ■ Spelling and Grammar

Spring Term	<p>Practical Project – Novelty Mirror</p> <ul style="list-style-type: none"> ■ Idea Generation – using the techniques learning in the previous term (Biomimicry, morphology, and client profiles to create a unique mirror design) ■ Working with Tools and Machinery (Learning how to use hand tools and workshop machinery) ■ Health and safety (Learning the H&S Rules and safety precautions and PPE to work safely in the workshop) ■ Materials Science - Timbers - Understanding hardwoods, softwoods & their characteristics & properties. ■ Understanding the timber cycle – key words sustainable forest, deforestation, conversion and seasoning. ■ Learning the order in which their mirror will be made. Marking out – Sawing – Filing – Sanding – Drilling – Assembly - Staining 	Assessment
		<p>Practical skills</p> <ul style="list-style-type: none"> ■ Quality of making ■ Accuracy of Design ■ Working safely and Independently ■ Time management

Summer Term	<p>Graphics Project – Healthy bar wrapper</p> <ul style="list-style-type: none"> ■ Packaging – understand the purpose and types of packaging ■ Packaging analysis - understand what is written on packaging (customer information) ■ Idea generation – Using the techniques learning in the previous term (Biomimicry and client profiles to create a unique packaging design with images and unique Typography (Word art) ■ Design layout – Understanding and putting into practise a neat layout containing the correct information and symbols in the correct format. 	Assessment
		<p>Design skills</p> <ul style="list-style-type: none"> ■ Creativeness of Design ■ Presentation and colour ■ Design layout

Useful Resources for Supporting Your Child at Home:	Homework:
<p>Teams – all teaching resources can be found here.</p> <p>Technology student.com – All things Design</p> <p>How it's made on YouTube – understanding manufacturing processes.</p>	<p>Students are expected to come prepared to design lessons with the correct drawing and writing equipment.</p> <p>Homework is always recorded on Teams.</p> <p>Homework varies from research, written or design tasks that requires no more than 30 minutes to complete.</p>