Year 8 Design Technology

Students in Year 8 Technology are taught in a carrousel throughout the year where they rotate through Design Technology, Food Technology and Textiles Technology. All students experience all three areas of Technology over the year.

Yr 8 Design Technology(12 Weeks)

Knowledge and Understanding

- Pupils learn a range of strategies that can be used to aid creativity when generating design ideas , such as 'scrufiti', 'jack straws', 'welding shapes', abstraction.
- How postmodernism changed the world
- The influence of designers such as Ettore Sottsass George Sowden, Philippe Starck, Alessandro Mendini
- Use of 2D computer aided design and computer aided manufacturing techniques (Techsoft 2D Design software and laser cutting)

Transdisciplinary and Generic Skills developed
Creativity - 'scrufiti', 'jack straws', 'welding shapes', abstraction for idea generation

Assessment
Design and make a wall clock by the end of the rotation
Assessment will take place at the end of the rotation. Parents can expect one assessment of Technology each term.

Challenge for All
The complexity of the final outcome will be determined by negotiation between the student and teacher. Students will be encouraged to create a final product that stretches their creativity and problem solving skills.

Ways in which parents can support their children
Parents can encourage students to go beyond the first idea and to apply the creativity techniques taught to generate a broad range of ideas.

Yr 8 - Food Technology
Healthy Fusion Pizza Project (12 Weeks)

Knowledge and Understanding
After pupils have learnt the basics of working in a kitchen and being healthy in year 7, the year 8 course reinforces this whilst introducing the design process. Pupils are required to design, make and evaluate a healthy fusion pizza aimed at teenagers, and must conduct both primary and secondary research to aid their idea generation for not only their pizza, but their brand and its packaging.

Subject Specific Skills developed

Hygiene - Washing up and cleaning
Safety - Knife and oven
Research - Healthy eating, fusion, teenage dietary needs, packaging and labelling flavours and ingredients from different countries
Tasting - Use of sensory descriptive adjectives to describe flavoured doughs and ready-made pizzas
Design - Pizza ideas, pizza box and logo
Evaluating - Success of practical work and working methods
Practical Skills

Practical	***Key skills***
Pizza dough	*Weighing,measuring, mixing, kneading*
Sauce Making	*Weighing,measuring, chopping, frying*
Final Pizza	*Rolling, shaping, grating, baking*

.**Transdisciplinary and Generic Skills developed**

Creativity - Playing with and experimenting with different ideas; exploring alternatives, generating unexpected and new ideas.
Capacity to Learn - learning independently; using language effectively to review and revise the process of learning

Assessment
What kinds of assessment tasks will be set during the term and roughly when the outcomes will be made available to parents.
Assessment will take place at the end of the rotation. Parent can expect one assessment of Technology each term. The pizza project itself is assessed as an ongoing powerpoint, which clearly follows the design process of the their pizza. Their final practical, where they make the pizza is also assessed

Challenge for All

Recipes will be made available with pictures for lower ability pupils to follow to encourage independent working. Level of support required during practical activities and more able students being made Lead learners. Use of language appropriate to learners and word banks will be provided help with sensory adjectives. Level of skill involved in practical activities will be increased or reduced according to ability.

Ways in which parents can support their children

Practical experiences at home will reinforce what students have learnt in the school Food Technology Rooms and increase their confidence and skills within the kitchen.

Yr 8 Textiles Technology (12 Weeks) Bag Design

Knowledge and Understanding

- Analyse a design brief

- Research and create a visual moodboard to reflect a chosen theme
- Sample different decorative techniques
- Create designs which are developed from their reference material
- Translate their 2D design into a 3D product using the techniques they have learnt
- Evaluate the success of their final product against their initial brief

Subject Specific Skills developed

- Analysis and recording
- Practical skills using the sewing machine,overlocker and felting machine.
- Hand stitching skills
- Design development
- Problem solving
- Evaluating

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Transdisciplinary and Generic Skills developed
Creativity
Communication

Assessment
Assessment will take place at the end of the rotation. Parent can expect one assessment of Technology each term. The process for this project is recorded on a google.doc or powerpoint depending on which the student prefers, the final product will be taken home at the end of the unit.

Challenge for All
Differentiation is assured through the expected level of outcome and the complexity of decorative technique used.

Ways in which parents can support their children
Take an interest in the project and help with idea generation.