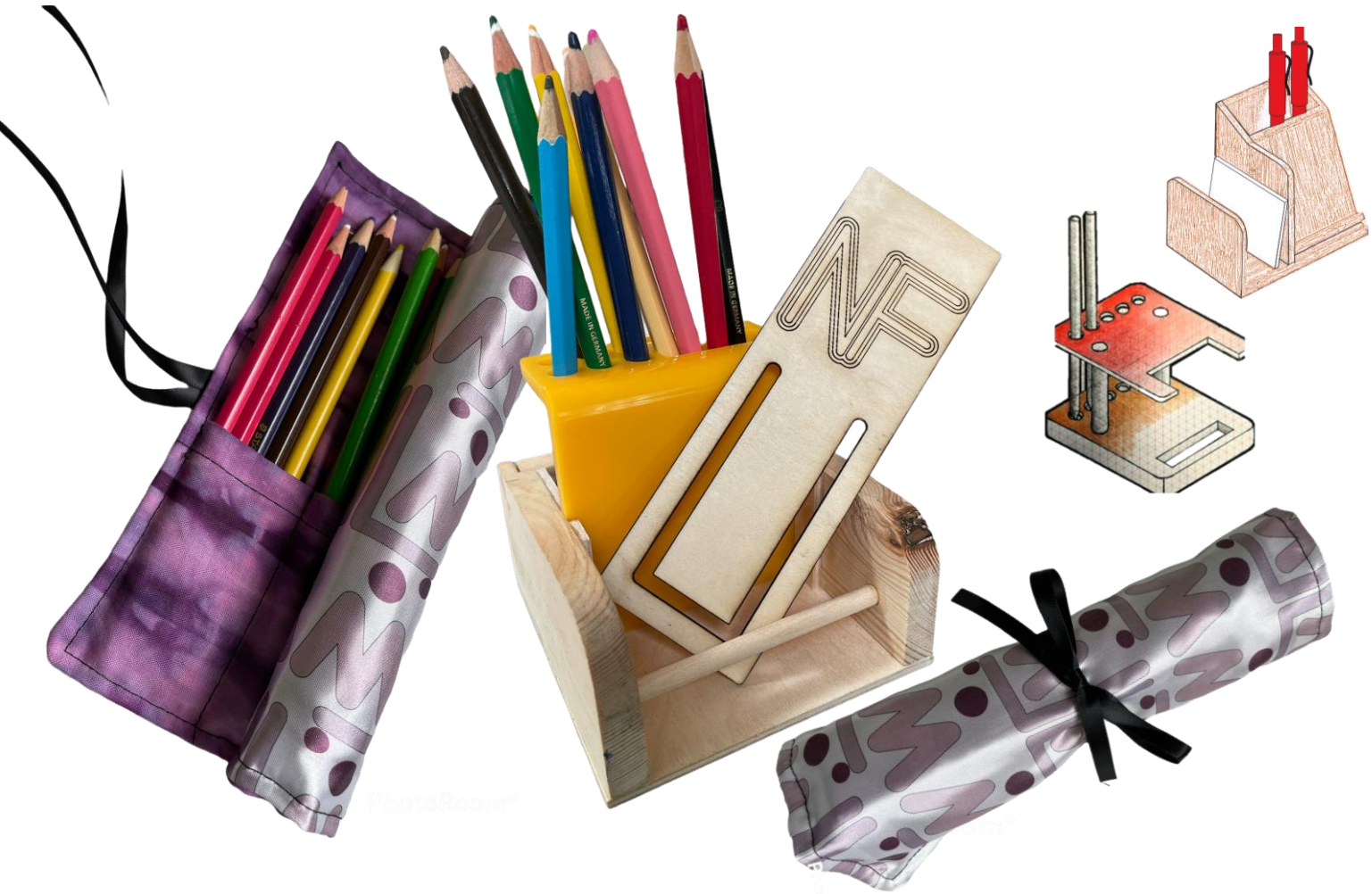
CHEW VALLEY

DESIGN TECHNOLOGY

Problem Solved!

Year 7



Stationery Solutions

The BIG Picture

Learning Objective: Work with a wide range of processes and materials SO THAT you develop your design, making and evaluating skills while building your technical knowledge.

- Learn technical knowledge and practical skills using specialist workshop equipment.
- Learn technical knowledge and practical skills of industrial equipment (laser cutter, sewing machine, heat press, sublimation printer)
- Learn how to use drawing skills to communicate design idea.
- Use 2D CAD to design a logo that can be manufactured using CAM machinery.
- An introduction to plastics, timbers, manufactured board, natural & synthetic fibres.

Assessment: During this project, you will be formally assessed on the four main stands of the national curriculum (designing, making, evaluating & technical knowledge). The assessments will be a mixture of skills based and knowledge-based tasks. You will reflect on your assessments by identifying your successes and the elements you could improve.

Key Terminology

Design Technology Skills		Project Skills	
Resilience	Research	Measuring	CAD / CAM
Perseverance	Designing	Marking out	Threading
Independence	Modelling	Cutting	Machine Sewing
Teamwork	Making	Half lap joint	Resist Dyeing
Health & Safety	Manufacturing	Drilling	Heat Transfer
Quality Control	Critique	Shaping	Sublimation Printing
Problem solving	Analysis	Moulding	Pattern Cutting
	Evaluating	Isometric drawing	Plain Seam
		Iterative design	Hems
		Economical Lay Plan	Seam Allowance

Equipment & Materials

 2D design (CAD software)	 Laser Cutter	 Heat Press	 Sewing Machine	 Bobbin
 Band Facer	 Pillar Drill	 Line Bender	 Junior Hacksaw	 Tenon Saw
 Glass paper	 Jigs	 Tri Square	 Bench Hook	 Steel rule
 Needle	 Pins	 Fabric Shears	 Pinking Shears	 Thread
 Cotton (Natural Fibres)	 Polyester (Synthetic Fibres)	 Plywood (Manufactured board)	 Pine (Softwood)	 Acrylic (Thermoforming plastic)