Design & Technology (Year 8)

Curriculum Map 2026 - 2027

Year 8 Term 3

End of Unit Assessment

Forces & Stresses

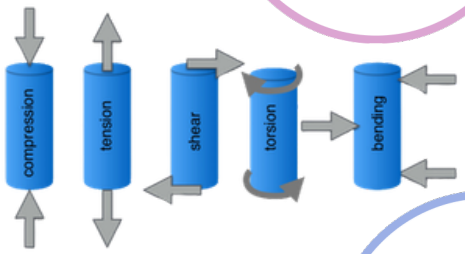
Prototyping
To understand the term prototyping and make a prototype

Designing a Product
Design a product that includes the micro:bit

Understanding User Needs
To be able to understand how a product needs to meet the needs of the user

Understanding Programming
Be able to demonstrate how coding works and programme a micro:bit

What is Micro:bit?
To be able to explain what coding is and how this can be used



Year 8 Term 2

End of Unit Assessment

Mechanisms & Movements
To learn about different mechanisms and movements. Creating a range of levers and gears

Properties of Wood
Further develop an understanding of metals and understand their properties

Headphone Wrap
Design and make a headphone wrap using wood

Games Controller Redesign
Analyse and redesign a games controller

Prototyping
Understand the term prototyping and make a model of the games controller

Properties of Polymers
Further knowledge of polymers and there properties

Year 8 Term 1

Key Concepts:

- Design
- Make
- Evaluate
- Knowledge

End of Unit Assessment

Designing & Sketching
Further develop sketching skills and responding creatively to a design brief

Using 3D CAD Software
Using CAD software such as Google Sketchup to create a 3D object

What is 3D Printing?
Design and make a flat packed mobile phone stand

Flat Packed Mobile Phone Stand
Design and make a flat packed mobile phone stand

What is CAD / CAM?
To understand what CAD/CAM is and provide examples of how it used

What is a Night Light?
Students to design and create a prototype of a night light. Focus on using an LDR so the reacts to darkness