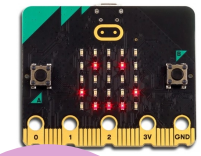
D&T Curriculum Map (Year 8)

[2022 – 2023]



Year 8 – Term 3

End of Unit Assessment

Forces & Stresses

Prototyping
To understand the term prototyping and make a prototype

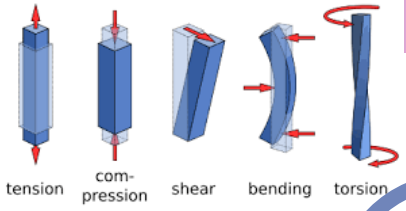
Designing a product
Design a product that includes the micro:bit

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

End of Unit Assessment



Year 8 – Term 2

End of Unit Assessment

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

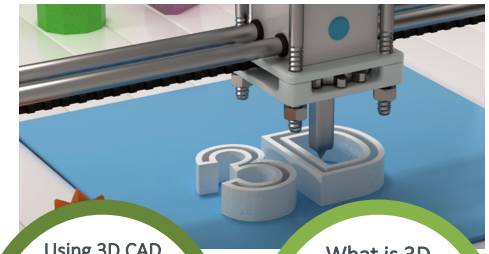
Properties of woods
Further develop an understanding of metals and understand their properties

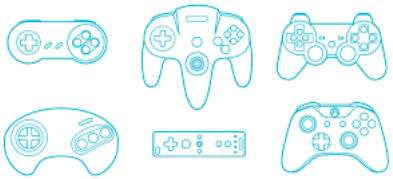
Headphone Wrap
Design and make a headphone wrap using wood

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

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

KS3 Key Concept

Design, Make, Evaluate & Knowledge