

Design & Technology (Year 8)

Curriculum Map 2024-2025



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

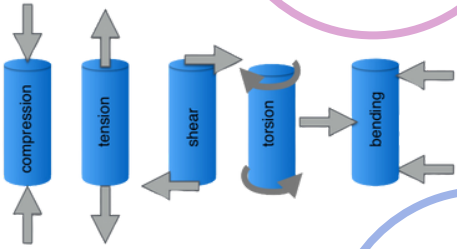
To be able to understand how a product needs to meet the needs of the user

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 3



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

End of Unit Assessment

Mechanisms & Movements

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



Year 8 Term 2



Year 8 Term 1

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



Key Concepts:

- Design
- Make
- Evaluate
- Knowledge