

# Design & Technology (Year 8)

Curriculum Map 2025-2026



**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

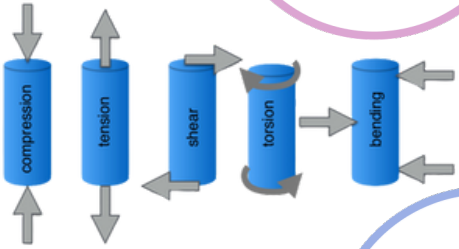
**Understanding Programming**

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 their properties

**End of Unit Assessment**

**Year 8 Term 2**



**Mechanisms & Movements**

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

**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 is used

**What is a Night Light?**

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

