

The Priory School Long Term Plan: Design Technology

Curriculum Intent: The over-riding aim is to prepare pupils for the experiences and challenges of life after school as they move into further education and the world of work.

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Design Technology – Year 8	Halloween mask Wooden pencil holder		Bug House		Wooden game	
	<p>Pupils will know...</p> <ul style="list-style-type: none"> • How to work and behave safely in the design technology room. • Workshop areas where there may be hazard or risk. • Health and Safety symbols and diagrams. • The function of vacuum former and how to use this piece of machinery safely. • Know the different hand tools that can be used to create an identified product. <p>Pupils will be able to...</p> <ul style="list-style-type: none"> • Create a basic design brief for the planned product – Wooden Pencil Holder and Halloween Mask • Conduct necessary research to support their design and production. • Develop technical and practical knowledge and skills needed to perform task confidently. • To be able to make products for use and purpose (pencil holder). • Use different hand tools and equipment safely. • Be able to use general workshop machinery under guidance. • Design and create a Halloween mask. • To use pictures, models and words to describe what I have done. • Develop skills so they are working towards independence. 		<p>Pupils will know...</p> <ul style="list-style-type: none"> • Different types of productions methods using hand tools and power tools. • Suitable habitats for bugs and what materials are used to create such habitats. • The importance of recycling and reusing items. Knowing how certain items can be used in product development. • How to work and behave safely in the design technology room. <p>Pupils will be able to...</p> <ul style="list-style-type: none"> • To be able to make products for use and purpose (Bee and bug house) • Select from a given list appropriate material(s) for the chosen product. • Conduct necessary research to support their design and production. • Use recycled materials and products to create an eco-friendly product. • Use different hand tools and equipment safely. • Use different hand tools and equipment safely. • Be able to use general workshop machinery under guidance. • To use pictures, models and words to describe what I have done. • Evaluate, modify and improve work as needed. • Develop skills so they are working towards independence. 		<p>Pupils will know...</p> <ul style="list-style-type: none"> • What tools and material they can use to create a wooden game. • Pupils will understand how wood is used in production and some items that are produced using wood. • How to work and behave safely in the design technology room. • The different ways of joining wood together. <p>Pupils will be able to...</p> <ul style="list-style-type: none"> • Create a basic design brief for the planned product – wooden game. • Identify some important points that will need to be considered in the design of the chosen product. • Conduct necessary research to support their design and production. • Select from a given list appropriate material(s) for the chosen product. • Identify some of the tools and processes required to manufacture the product. • Use different hand tools and equipment safely. • Be able to use general workshop machinery under guidance. • Evaluate, modify and improve work as needed. 	

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
	Bird Box		Moving Toys		Bee House	
	<p>Pupils will know...</p> <ul style="list-style-type: none"> • How to work and behave safely in the design technology room. • Workshop areas where there may be hazard or risk. • Health and Safety symbols and diagrams. • The required properties of a bird box to house a bird safely. • The tools and materials they can use to create a bird box. • The different ways of joining wood together. Understanding which will be most effective for their design. <p>Pupils will be able to...</p> <ul style="list-style-type: none"> • Explain why there may be a hazard or risk in specific workshop areas. • Conduct necessary research to support their design and production. • Identify the tools and processes required to manufacture the product. • Describe the main stages for manufacturing the product. • Select appropriate material(s) for the chosen product. • Select appropriate tools for making the product. • To be able to make products for use and purpose (Bird box) • Choose appropriate fixing methods • Use equipment for making the product in a correct manner. • Develop accurate technical and practical knowledge and skills needed to perform task confidently. • To use pictures, models and words to describe what I have done. • Evaluate, modify and improve work as needed. 		<p>Pupils will know...</p> <ul style="list-style-type: none"> • Different types of moving toys that are produced and the functions used that allow such toys to move and be interactive. • Pupils will understand how moving toys work. • The tools and materials they can use to create a moving toy. Knowing that the identified material are suitable for the product. • How to work and behave safely in the design technology room. <p>Pupils will be able to...</p> <ul style="list-style-type: none"> • Conduct necessary research to support their design and production. • Identify the tools and processes required to manufacture the product. • Describe the main stages for manufacturing the product. • Select appropriate material(s) for the chosen product. • Select appropriate tools for making the product. • To be able to make products for use and purpose (Moving Toy) • Choose appropriate fixing methods • Use equipment for making the product in a correct manner. • Develop accurate technical and practical knowledge and skills needed to perform task confidently. • To use pictures, models and words to describe what I have done. • Evaluate, modify and improve work as needed. 		<p>Pupils will know...</p> <ul style="list-style-type: none"> • Suitable habitats for bee and what materials are used to create such habitats. • The importance of recycling and reusing items. Knowing how certain items can be used in product development. • How to work and behave safely in the design technology room. <p>Pupils will be able to...</p> <ul style="list-style-type: none"> • To be able to make products for use and purpose (Bee house) • Conduct necessary research to support their design and production. • Conduct necessary research to support their design and production. • Use recycled materials and products to create an eco-friendly product. • Identify the tools and processes required to manufacture the product. • Describe the main stages for manufacturing the product. • Select appropriate material(s) for the chosen product. • Choose appropriate fixing methods • Use equipment for making the product in a correct manner. • Develop accurate technical and practical knowledge and skills needed to perform task confidently. • To use pictures, models and words to describe what I have done. • Evaluate, modify and improve work as needed. 	