

	<b>Term 1: Sept –Dec Content</b>	<b>Term 2: Jan-April Content</b>	<b>Term 3: April - July Content</b>	<b>Desired end of year outcomes</b>
<b>Year 7</b>	<p><b><u>Health and Safety Poster – Mini Project</u></b> Students are introduced to Health and Safety in the workshop and the importance of following rules, to keep themselves and each other safe. The outcome of this mini project is to create a Health and Safety poster displaying the rules which one should follow in DT.</p> <p><b><u>Maze Game Project</u></b> Students are introduced to basic workshop tools and machinery in this project and demonstrate they can work safely in the workshop environment. Students are introduced to adhesives and selecting appropriate adhesives for the chosen material Students are able to customise their maze games on a theme of their choice. Students are also required to create a pattern on 2D design which embellishes their maze game. The project has cross curricular links to Maths using Measuring and Patterns.</p>	<p><b><u>Big Wheel Project</u></b> This project is all about structures and is kicked off with a bridge building lesson. students work as a team and test their bridges to destruction, to find out which is the strongest. Students then use this knowledge of structures and triangulation to create a big wheel. The project further tests students' ability to use machinery and tools safely and has cross curricular links with maths and physics. Students learn about forces and also learn names of basic shapes. Students are able to customise their big wheels and the base of their Big Wheel is customised on the laser cutter.</p> <p><b><u>Carousel</u></b> <b>Design Technology and Food Technology operate on a carousel system. Students spend half the academic year doing DT / FT and then swap respectively. This is the case until the end of KS3, at which point choose their options.</b></p>	<p><b><u>Health and Safety Poster – Mini Project</u></b> Same as described in Term 1, but with the new year 7 group (Carousel)</p> <p><b><u>Maze Game Project</u></b> Same as described in Term 1, but with the new year 7 group (Carousel)</p> <p><b><u>Big Wheel Project</u></b> Same as described in Term 2, but with the new year 7 group (Carousel)</p>	<p>Students will learn the basics of staying safe in the workshop. Students will be trusted to operate tools independently and machinery under close supervision.</p> <p>Students will begin to develop design skills and make design decisions independently. They will make choices based on their interests and tastes.</p> <p>Students will experience CAD / CAM processes and understand the technology of using the laser cutter, amongst other CAM Processes.</p> <p>Students will have made cross curricular links and have a greater understanding of tessellation, patterns, forces, measuring</p> <p>Students will experience working as a team.</p>
				<b>Key Contact Name &amp; Email</b>
<b>Assessment</b>	Students are assessed on their folder work throughout the project and given regular feedback. Students are given a grading sheet at the end of the project which shows students what Glebe stage they have achieved with their learning outcomes. Students are also assessed on the quality of their final outcome.	Students are assessed on their folder work throughout the project and given regular feedback. Students are given a grading sheet at the end of the project which shows students what Glebe stage they have achieved with their learning outcomes. Students are also assessed on the quality of their final outcome.	Students are assessed on their folder work throughout the project and given regular feedback. Students are given a grading sheet at the end of the project which shows students what Glebe stage they have achieved with their learning outcomes. Students are also assessed on the quality of their final outcome.	Will Hamblin Whamblin@glebe.bromley.sch.uk

