



DESIGN & TECHNOLOGY

YEAR 7

Currently due to COVID: Personal Door Sign Graphics project. Nutrition Bar project.

Normally: Door Sign or Desk Top Sign in either wood or acrylic or a combination of both.

RESOURCES

<https://inkbotdesign.com/logo-design-psychology/>

<https://www.colormatters.com/color-and-design/basic-color-theory>

<https://www.creativelive.com/blog/hand-lettering-for-beginners/>



YEAR 8

Currently due to COVID: A Standee promoting a product of your choice. Point of Sale.

Normally: Gumball Machine in Pine and Glass. Festival Promo Project.

RESOURCES

<https://www.helenfriel.com/>

<http://www.playingbythebook.net/2011/08/07/free-activity-sheets-from-robert-sabuda-paul-stickland-and-elizabeth-o-dulemba/>



YEAR 9

Currently due to COVID: Typography Graphic Design and Point of Sale display stand.

Normally Typography Graphic Design. Passive Speaker.

In Year 9 students are also studying Technology in Sport and learning about past, present and future developments in topics such as equipment, clothing, nutrition and electronics.

TypograpHY

RESOURCES

https://www.artifactory.com/graphic_design/typography/the_art_of_typography.html



DESIGN & TECHNOLOGY

YEAR 10

Product Design enables students to design and make products with creativity and originality, using a range of materials (mostly wood) and techniques. It will comprise of a mix of short, focused design and make projects, building on their previous experiences. Along with theory lessons covering the core technical principles.

Projects include:

Wooden Box Board Game Project.

USB Design and make including Blister Pack packaging.

RESOURCES

<https://www.ocr.org.uk/qualifications/gcse/design-and-technology-j310-from-2017/>

<https://www.technologystudent.com/>

<https://designmuseum.org/>

<https://www.pinterest.co.uk>



YEAR 11

NEA/Coursework

Will comprise of a substantial design and make task that is based on a contextual challenge set by the exam board, assessing candidates' ability to:

- identify, investigate, analyse and outline design possibilities
- design and make prototypes and evaluate their fitness for purpose

Exam. A mix of short answer, structured and extended writing questions assessing candidates' knowledge and understanding of:

- Technical principles
- designing and making principles along with their ability to analyse and evaluate design decisions and wider issues in design and technology.

RESOURCES

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<https://www.technologystudent.com/>

<https://designmuseum.org/>