My D&T Learning Journey



2D & 3D

Product Design Graphics Electronics





Learn for Life

Key Stage 3 Impact. You will:

- -Feel confident in expressing your opinions and presenting vour ideas
- -Understand how to use creative approaches to communicate your designs and research effectivity
- -Gain knowledge in using different tools and equipment
- -Understand how to use your practical knowledge to produce a practical outcome

KS3 – Design and Technology

Engineer - Product Designer - Fashion Architect - Graphic Designer

Careers in D&T

Interior Designer - Robotics

Make

Health & Safety in the Workshop

Tools & Equipment

Why is it important to evaluate?



YEAR 8

Specification

User

Function

Aesthetics

Economics

Construction



Design Ideas &





Planning

Practical Processes









Evaluate

improvements can Aon wake;









Filing and Sanding





Primary & Secondary

Research

Design Brief - What? Situation - Why? Target Market - Who? M





Product

Analysis



Isometric Drawing

Design

Orthographic Projection

Final Design







Design Introduction develop you skills and knowledge of D&T.

Whilst also working with a wider range of tools and equipment, along with CAD software.

Key Stage 3 Overview

Through a range of

creative and practical

activities, you will further

KS3 – Design and Technology



Practical Work



Design Developments



Initial Design Ideas

Design Specification UFACE



Make



Marking & Measuring

Design

Computer Aided Design (C.A.D)





Target Market

Research

Health & Safety

in the Workshop

YEAR



The Design Design

RECOGNISE - **E**NCOURAGE - **S**TRIVE - **P**REPARE - **E**MPATHISE - **C**HRISTIAN - **T**EAMWORK