

Technology @ WBS Year 8 Roadmap

Subject Aim: To build on the main areas within Technology so all students can work safely in the different workrooms, using a wide range of specialist equipment and techniques, and produce high quality products which they have assessed and evaluated. Students will also continue to learn how to understand their attainment targets through reflection opportunities and work towards improving them.

TOPIC 1

Melody Monster: Product Design

In this project you will be covering the areas of Graphics, Resistant materials and Electronics. These will all be combined and you will have one outcome; your very own melody monster! Part of your homework tasks will be to apply graphical skills, such as rendering objects to look 3D, to create the design for your monster. During this project, you will develop your existing knowledge of workshop skills and material usage to design and make a creative outcome. You will gain valuable workshop experience and learn to use a range of different materials to personalise your work to fulfil your design intention. All these elements will link together to produce your little monster!

ASSESSMENT IN YEAR 8

A key assessment sheet at the front of sketchbooks will record their grades, Base Target and Aspirational target.

Students will also be assessed on their class and homework assignments using written and verbal feedback. Peer and self-assessment will take place at a mid-point during the project so students have time to reflect on their feedback to ensure they will meet their base target and are working towards their aspirational grade. This will mainly be based on an Effort grade with E5 as the maximum amount of effort based on their assessed performance and E1 being the least amount of effort. They will also be given an overall level at the end of the project.

TOPIC 2

Melody Monster: Electronics During this section of the project you will reflect on and develop your safe soldering skills and use them to complete your musical keyboard for this project. You will also be introduced to new electrical components, their functions and shown different techniques to attach them to the circuit board (PBC). You will continue to develop fault finding skills to ensure your work is fully functional. Students will also learn how to programme and test their microchip.

HOMEWORK IN YEAR 8

Homework plays a very important role in helping students to develop as young designers. Working independently, away from the classroom environment allows students to develop their skills and ideas in a personal way and build an individual approach to their work. Students will be set homework that is relevant to lesson and project content. Research and design work will support classwork. Homework will be celebrated through class critique and class display.

Homework will also be used to assess development towards the base target. The coloured spot system, effort grades alongside written and verbal feedback will also contribute to effective, transparent communication between student, parent and teacher.

TOPIC 3

Textiles: Bag Project. During this project students will be given a choice of producing a draw string bag or a tote bag made from denim. Students will further develop their sewing machines skills in producing a well-made quality product which is fit for purpose. These will then be personalised using a range of creative techniques to decorate a pocket or patch. Logos and their impact on products to show branding lines and the use of colours and shapes in this area will also be discussed when students design their own pocket logos.

REVISION FOR ASSESSMENTS IN YEAR 8

Most of the assessment in Technology is based on practical work. Students can prepare for their lessons by listening carefully and making notes during demonstrations of particular techniques. Studying existing products to view how they are constructed and what materials are used. In Food Technology students can practise their dish at home prior to the lesson to help develop confidence and pace.

TOPIC 4

ENRICHMENT THEMES IN YEAR 8

You will work through all 4 rotations in any order

You might swap teachers for some areas

Food: Cultural foods. During this project, students will consider staple foods from around the world and the impact it has on their own cultural foods. Students will have the opportunity to select and make a range of cultural foods, both sweet and savoury. During practical sessions students will continue to develop their skills and independence by knowing their methods and working in a safe organised manner. Students will also consider imports and exports of food products and the positive effects on our diets but also the environment problems it can cause.

SMSC and British Values: Please see The Creative Designs Department's SMSC Document. Throughout KS3 students will discuss Creative Careers and what skills are linked to real jobs in creative industries. This will be driven in year 8 by exploring designers and crafts people related to the topics being studied. An extended piece of writing task will allow all pupils to explore careers in detail within the Technology field. Cultural Capital: Students will study a wide range of designers from a variety of backgrounds so that they can be encouraged to emphasise and relate to others demonstrating that they can also achieve their aspirational dreams irrespective of their own background. Extracurricular KS3 Technology club exploring a variety of skills will also support this.

Where Next?

Students are given the opportunity to specialise in three out of the five technology areas to give them a greater understanding of this area within a GCSE setting. All students will also complete an extended project and be able to enter this for the Bronze Crest Award.