

# Technology @ WBS Year 7 Roadmap

**Subject Aim:** To introduce the main areas within Technology to all students so they learn to work safely using a wide range of specialist equipment and techniques, and to produce high quality products which they have assessed and evaluated. Students learn how to understand their attainment targets and how to improve them.

TOPIC 1		ASSESSMENT IN YEAR 7
You will work through all 4 rotations in year 7	<b>Electronic board game project: Product Design</b> In this project you will be covering the areas of Graphics, Product Design and Electronics. These will all be combined and you will have one outcome; the board game. The making of the board game is split into two sections, as shown in topic 1 and 2. Part of your homework tasks will be to apply graphical skills, such as rendering objects to look 3D, to create the 'board' which will form the top of your board game. During this section, you will get introduced to the workshop areas. Here you will learn to use new tools and equipment safely and correctly, including Coping saws, Tenon saws and the Belt-sander. You will gain valuable workshop experience and learn to use a range of different materials to construct your board game.	A baseline assessment will take place in the first month of the Autumn term. The aptitude test will demonstrate the student's problem solving ability through a series of multiple choice questions, alongside a model making tasks where instructions are given to build a net. 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. 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.
	<b>TOPIC 2</b> <b>Electronic board game project: Electronics</b> You will also be introduced to electronics. You will learn about safe and proper use of the soldering iron and other soldering equipment, to solder correctly. You will also learn about components such as LED's and resistors. You will then put this knowledge into practice to produce your own electronic die ready for inserting in your board game. If step by step instructions are followed carefully your die should work first time; if it doesn't, you will be taught how to fault find to diagnose the problem.	<b>HOMEWORK IN YEAR 7</b> 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 and effort grades alongside written and verbal feedback will also contribute to effective, transparent communication between student, parent and teacher.
	<b>TOPIC 3</b> <b>Textiles:</b> You will be introduced to the sewing machines and the textile room. You will learn how to work safely with the machines, how to set them up and how to use the machines correctly. You will apply your new skills to create a personalised cushion which you will construct using straight and zig zag stitch. You will also be introduced to techniques such as heat transfer images, decorative stitching and tie and dye to enhance your product.	<b>REVISION FOR ASSESSMENTS IN YEAR 7</b> Most of the assessment in Technology is based on practical work. Students can prepare for their lessons by listening carefully and making notes during demonstrates 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.
	<b>TOPIC 4</b> <b>Food:</b> You will start with an introduction to the topic in which you will learn about health and safety in the kitchen, knife skills and hygiene	<b>ENRICHMENT THEMES IN YEAR 7</b> SMSC and British Values: Please see The Creative Designs Department's SMSC Document. Throughout KS3 students will discuss Creative Careers and what
You might swap your teacher at times		
You could start in any of the four topics		

information which you will apply to practical lesson. You will get the chance to make lots of interesting dishes to take home with you to show off these new skills, ranging from desserts to main meals. The practical's give you the chance to use different equipment in the kitchen and to build your confidence and skill levels. In your food rotation you will also focus on healthy eating, learning about nutrients, the eat well plate and how to adapt recipes and plan meals considering nutritional value and special dietary needs. You will also be looking at food poisoning alongside your food hygiene and safety.

skills are linked to real jobs in creative industries. This will be driven in year 7 by exploring designers and crafts people related to the topics being studied. 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?

Student will continue to work through the specialist areas gaining further knowledge and experience to produce high quality products. Which will enable students to assess and evaluate their work accurately. Students will also continue to develop their abilities to understand and improve their attainment levels