

Year 7 D&T Learning Outcomes

Unit 1: Design and Make – Acrylic Clocks

- Develop drawing and designing skills.
- Create designs using various drawing styles, including isometric.
- Create designs that fit within the given context.
- Understand and implement safe working practises in the workshop.
- Know how to confidently use a range of hand tools, including coping saw, file, and sand paper.
- Confidently self-evaluate practical work and suggest how it could be improved.

Unit 2: CAD/CAM – Designing for Others

- Understanding of how CAD is used in industry implementation in industrial contexts.
- Knowledge of how to use 2D design to create simple (2D) products to be produced on the laser cutter.
- Knowledge of how to convert a vector into a bitmap.
- Understand how to change line colour/thickness and how this relates to the function of the laser cutter.
- Understand how to design for other people and their needs.
- Evaluate and test ideas and products against given specifications.
- Make high quality prototypes.

Unit 3: Big Question – Do We Need Plastic?

- Using a range of research techniques e.g. textbooks, internet to gather information.
- Organisation and team working to present answers to questions asked.
- Understanding of how plastic is made, manufactured, used, and recycled.
- Understanding of key plastic categories and how to identify them.