Year 9 D&T Learning Outcomes

Unit 1: CAD/CAM Signage

- Be able to explain the difference between a vector and a bitmap.
- Know when to use primary or secondary research methods.
- To analyse market research to create a quality design specification.
- Design a suitable product for a user.
- Understand how to design two-dimensional objects to create 3D products.
- Use a range of 2D design functions to create a functional product.
- Understand how to use the laser cutter to make prototypes.

Unit 2: Design and Make (Mini)

- Understand the importance of using client and peer feedback during the initial design process.
- Be able to use a range of design strategies to create initial ideas that are suitable for the chosen context.
- Understand how different strategies can be applied, including collaboration, user-centred design, a systems approach, iterative design.
- Show a range of communication such as sketching, modelling, testing potential links to maths and science.
- Continued evaluation of work to improve outcomes.
- Understand and implement different evaluation strategies and know when to implement them.
- Understand different styles of analysis and evaluation and when to successfully implement them.
- Use continued evaluation to further develop design ideas.
- Use continued evaluation to show potential developments of final outcome using peer feedback and client feedback.
- Clearly link how research has been evaluated and used to develop ideas.