## Design Technology Curriculum Map: Year 9





**Identify**: Students begin the project by researching different room signs and using them as inspiration for their own designs.



Design: After the research phase, students are asked to sketch their ideas, refining their sketching technique using shading, tone and contrast.



Project



In This project, students are introduced to many skills that are important in their KS4 pathways. These skills consist of CAD/CAM and idea realisation techniques.





Make: Students are able to create models of their room signs out of card. This enables students to make final changes to their design before creating their finished room sign.



Design: Students are encouraged to choose an object of their choice to draw and add their newfound techniques. These objects vary on difficulty to add differentiation to the task.







Skills: Students learn how light can effect shading and rendering and are taught how to add texture to their sketches. These consist of textures such as wood, metal and glass.

Students are then introduced to rendering exercises which are aimed at improving the quality of sketching that pupils can produce. Pupils are able to use light pads for this task if their drawing skills still need development.

RENDERING PROJECT



Skills: In this mini project, students use Google Sketch up to create a 3D CAD (Computer aided design) model of their dream home. Students learn the basic tools in the software which is a tool often used in KS4 project tasks.



Make: Students are welcomed to create their designs on the 3D printer to see the connection between CAD/CAM