

KS3 Technology Project Overview

Year	Project 1	Project 2	Project 3	Project 4
Year 7	<p>Product Design – Ball Hurler Students learn about the properties of softwood, different wood joints and triangulation whilst making a ball hurler. <i>Students are introduced to workshop practice, health and safety and basic hand & machine tools.*</i></p>	<p>Electronics – Steady Hand Game Students learn about electronic components, how circuits and systems work and about ergonomic design while making a steady hand game. <i>Students are introduced to basic circuit design, soldering skills and shaping wood to produce an ergonomic handle.*</i></p>	<p>Textiles – Cushion Cover Students learn about basic construction methods whilst designing and making a cushion cover. <i>The student's silk paint a design onto the surface of their fabric using the work of a famous artist as their influence.*</i></p>	<p>Food Technology – Exploring Methods & Food Safety Students learn the importance of food hygiene and food safety. <i>Students explore basic methods in order to produce nutritionally balanced dishes, whilst continually learning fundamental knife skills.*</i></p>
Year 8	<p>Product Design – Treasure Box Students learn about Art Deco Design era, CAD design, CAM manufacturing and the properties of manufactured boards while making a treasure box. <i>Students learn how to use 2D Design to design a lid that is laser cut and different methods of attaching the lid. Students learn to use various hand tools and machines, building on skills learnt in Year 7.*</i></p>	<p>Engineering – Phone Holder Students learn about surface developments, CAD design and properties of metals while making a phone holder. <i>Students consolidate their knowledge of CAD, using 2D Design to create a surface development used as a template on aluminium sheet to create a shape, Students learn to use various engineering hand tools and machines.*</i></p>	<p>Textiles – Eco Bag Students learn about sustainability and are encouraged to think about the environment through exploring natural & man-made fibres. <i>The student's design and make a bag for life, developing various construction methods. They work in the style of a Jasper Johns when applying their surface designs.*</i></p>	<p>Food Technology – Healthy Issues Students learn the importance of good health and sensible eating. <i>Students explore healthy recipes through producing a variety of cooked dishes. Knife skills are developed and risk assessments & quality control investigated.*</i></p>
Year 9	<p>Product Design – Candle Holder Students learn about Modernist design era, eco-friendly design and make principles and how to combine a variety of materials while making a candle holder. <i>Students learn new skills in the wood workshop and metal workshop, building on skills learnt in Year 8.*</i></p>	<p>Engineering – Phone Holder (*to change) This project is due to change in September to address the legacy issue of repeated skills.</p>	<p>Textiles – Wall Hanging Students learn about surface design and embellishment techniques whilst designing and making a wall hanging. <i>The students expand their design development skills & begin to contextualise their work through studying Georgia O'Keeffe. Batik is introduced as a dying method and numerous embellishment techniques are explored.*</i></p>	<p>Food Technology – Nutrition and the Function of Ingredients Students learn how to balance good health and sensible eating. <i>The students explore the purpose and function of ingredients and how to make informed recipe choices.*</i></p>

Careers link can be anything associated with **employability skills*** as well as developing **careers awareness***e.g. developing students' **self-management, team working skills, problem solving skills, communication skills** (for example, letter writing)

Knowledge/content in black [Skills in blue](#) Link to careers or employability skills marked with *