Curriculum Overview - Year 8 DT Resistant Materials

Week	1	2	3	4	5	6	7	8
Unit Theme and Assessed Knowledge/ Skills	• To introduce year 8 to **resistant materials.** • To build on knowledge of **resistant materials.** • To further understanding of materials. • Students are tasked with creating a wooden bug hotel for a younger child. It has to be educational and interactive.						• To build on **industry techniques.** • To further **research skills**. • To build on how to take research into design ideas. • To develop on **drawing skills**.	
Lesson Topics Sequence & Content	Baseline test		Classroom expectations Overview of health and safety in the workshop		Iterative design - what is this and how does this create a design		Introduction to what a mood board is and how we use them within the creative industries. Students to find images relating to their own theme and print them off. What products are already out there in the market	
Key Assessments	**Baseline Assessment**				Knowledge organiser assessment.			

Week	9	10	11	12	13	14	15	16
Unit Theme and Assessed Knowledge/ Skills					• To develop **iterative design skills**. • To further develop drawing skills with a range of design approaches			
Lesson Topics Sequence & Content	Creating a design. Students to start designing their own bug hotel following a design brief and a client-based project.		Creating a final design with working drawing and accurate measurements		Developing hand tool skills and working with wood		Building on previous lesson – putting together a bug hotel what wood is best suited? Why? What other materials could you use?	
Key Assessments	Knowledge organiser assessment.				Knowledge organiser assessment.			

Week	17	18	19	20	21	22	23	24
Unit Theme and Assessed Knowledge/ Skills			• To build on RM skills • Creating a prototype		• To build on understanding of how to take a **2D design to a 3D outcome.** • To build on **cutting** skills. • To combine all knowledge and skill to create outcome. • To build on confidence on **independent working**.			
Lesson Topics Sequence & Content	Building on previous lesson – putting together there Block bot using sander and thinking about the finish		Building on previous lesson – putting together the bug hotel using sander and thinking about the finish		Develop knowledge and skills on how to use hand tools and creating a finished piece.		Combine all that has been taught and use their final design ideas to create an outcome. Thinking about the aesthetics design	
Key Assessments	Knowledge organiser assessment.				Knowledge organiser assessment.			

Week	25	26	27	28	29	30	31	32
Unit Theme and Assessed Knowledge/ Skills	• To build on understanding of how to take a **2D design to a 3D outcome.** • To build on **cutting** skills. • To combine all knowledge and skill to create outcome. • To build on confidence on **independent working**.							
Lesson Topics Sequence & Content	Combine all that has been taught and use their final design ideas to create an outcome. Thinking about the aesthetics design							
Key Assessments	Knowledge organiser assessment.		Outcome review one.		Knowledge organiser assessment.			

Week	33	34	35	36	37	38	39
Unit Theme and Assessed Knowledge/ Skills	• To build on understanding of how to take a **2D design to a 3D outcome.** • To build on **cutting** skills. • To combine all knowledge and skill to create outcome. • To build on confidence on **independent working**.					To **evaluate** project by looking back on all skills, knowledge and outcome.	*Curriculum enrichment.*
Lesson Topics Sequence & Content	Combine all that has been taught and use their final design ideas to create an outcome. Thinking about the aesthetics design using the materials identified and creatin the bug hotel					Evaluation of project. Students will complete a formal assessment and a written evaluation of their project.	*Curriculum enrichment.*
Key Assessments	Knowledge organiser assessment. Outcome review two.					Formal assessment and evaluation.	*Curriculum enrichment.*