

## SIR GRAHAM BALFOUR SCHOOL



## **CURRICULUM OVERVIEW – KEY STAGE 3 DESIGN TECHNOLOGY**

In Key Stage 3, Design and Technology is taught in rotation with Computing, Textiles and Food

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 7	Project- Ball Bearing Game  Identifying and solving design problems  Health and safety when using specialist equipment  The use of hand tools  The identification and use of tools  Correct use of pilar drill and orbital sander  Graphic design and the use of CAD  Knowing the sources and properties of Timbers  Communication of design ideas  Evaluation of a completed product					
Year 8			Project- Har  Using research  Health and safety wh  Types of motion  Other hand to  Developing underst  Effects and causes of de  Construction method  Further develop	nging Mobile In to identify user needs In the id	ning	
Year 9			Project – 1  Investigating the work  Understanding the  Identification of wood  Using Cad to  Energy g  Forces the  Further hand to  Health and safety whe	of others and design influence use of mechanical levers joints and selection for best unapply designs to work eneration sources at act on materials pols introduced and used then using specialist equipment on the construction of a product devaluating products	use.	

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