Key Stage 3 - Year 8 Design and Technology - 2022/23



								1417-	ALIBIACADLIMI
Half Term 1: 5 th September – 21 st October (7 weeks)								Half	Term 2
Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7		Week 8	Week 9
Introduction to DT - Health and Safety. Isometric Drawing		Graphics Project – CAD Mobile Phone		One Point Perspective and Two Point Perspective		REVIEW of Assessment and End of Unit Test	Holiday	Pewter Keyring Metal Theory/Graphics	
	Half Term 2: 3	1 st October – 16 th Decem	ber (7 weeks)				Half Term 3: ^{3rd} January - 10 th February (6 weeks)		
Week 10 Week 11		Week 12	Week 13	Week 14			Week 15	Week 16	Week 17
Initial Design Ideas CAD Design work		Design Inspiration 2D Pewter casting, cutting and polishing		REVIEW of Assessment and End of Unit Test	it and End	Holiday	USB Light Project Launch and Theory		
Half Term 3:	3 rd January - 10 th Februa	ary (6 weeks)		Half Term 4: 20 th February – 31 st March (6 weeks)					
Week 18	Week 19	Week 20		Week 21	Week 22	Week 23	Week 24	Week 25	Week 26
Wood and Electronics, soldering and testing of components			Holiday	Wood Practical. Measuring and marking out accurate			Assembly of the box, gluing and using the 'Strip Heater' to shape the acrylic. Testing of USB Light of Unit Test		
				Half Term 5: 17 th April	l – 26 th May (6 weeks)	weeks) Half Ter		Half Term 6	
Holiday	Holiday	Week 27	Week 28	Week 29	Week 30	Week 31	Week 32		Week 33
		Chocolate Bar Project Launch Theory on Polymers/Mood-board		Practical: Making the Mould Practical: Making the NET		Practical – Making the NET/ Design of the Chocolate Mould	CAD work for the Top of the Mold	Holiday	CAD work for the Top of the Mold
Half Term 6: 5 th June – 21 st July (7 weeks)						Curriculum Intent:			
Week 34	Week 35	Week 36	Week 37	Week 38	Week 39	Year 8 prepares students for further study in Design and Technology. A wide range of			
Food labelling and making of the chocolate bar			Food labelling and making of the chocolate bar		REVIEW of Assessment and End of Unit Test	materials are used to develop practical skills, alongside theory work which develops knowledge and understanding of key D&T topics.			