Curriculum Overview: Year 8 DT / Computing

Year 8 Summer Term 1 / Summer term 2		
What are we learning? Woodwork – Mobile phone holders	What knowledge, understanding and skills will we gain? Knowledge • Investigate examples of existing mobile phone holder products. • To design a range of mobile phone holder ideas with attention to the process of manufacture. • How to model and make a prototype version of the developed idea. • How to use a range of hand and power tools safely using PPE wear. • To learn the processes of manufacture of wood products. • To learn about `ergonomics` and how it impacts everyday products. • To refine and review the finished outcome and to evaluate the findings. Understanding • The importance of tolerances in engineering • The importance of ergonomics in the manufacture of products • The importance of aesthetics and the role of the targeted audience when designing a product. Skills	What does excellence look like? Design • To produce a range of feasible design ideas - all annotated and explained thoroughly. • To develop an idea further and explain why changes are better for the user. • Written at least eight design criteria with thorough explanations why they are relevant. • To take the final outcome and rigorously tested against the eight design criteria. Making • Evidence of a well finished product which has a high degree of challenge • An explanation of how the product has • Been modified during the construction stage and why these changes were made. Evaluation • Analysis of existing products and their impact on society, their impact on the environment and interested groups • The ability to refine the finished product on account of the evaluation. • To describe in detail the physical properties of the materials used in the making of the product.

	• To use hand and power tools independently. • To accurately measure and tabulate dimensions form the human hand • To work out the mean size of a human hand from a sample of people • To accurately plan and measure dimensions for making a prototype. • To accurately translate dimensions from a prototype to wood. • To evaluate critically the product and to record the feedback from peers.	