Year 7 projects		*How does this relate to previous learning in D&T?*
Mini maze game: designing and making a small maze game based for a charity that fights discrimination. This project teaches you about how to plan and design a product using the iterative design process (basic manufacturing skills).		Design and Technology is a subject that is taught very differently in primary schools. Each of you will be starting Chestnut Grove with different experiences and prior knowledge about D&T. It is completely fine to not have a clue about D&T or the tools we use here. We'll all be starting from square one – enjoy you D&T journey!
Blockbot: designing and making a character out of pine. This project teaches you about using different wood working tools safely (skills) and information about timbers (theory knowledge).		
Food and nutrition: an introduction to preparing different dishes from around the world. This module teaches you about how to use different utensils and equipment in kitchens (skills) and informs you about nutritional values of foods (theory knowledge).		
Snack themed pillow: researching, designing and making a small pillow based on your favourite snack. This project teaches you about basic sewing techniques (skills) and information about the origins of fabrics and their uses (theory knowledge)		

How is my curriculum structured?

There are **4** elements to each project in D&T:

1. **Technical knowledge:** "***the knowing***", background and context. For example, before you use materials, like woods, you need to know their properties so you can select the best one to suit your project.
2. **Design:** this is when you get ideas down on paper. Your ideas need to be unique, innovative and creative. They also need to fulfil the design problem and brief you have been given at the start of the project.
3. **Make:** often referred to as 'realising design ideas'. This is predominantly skills based learning. Sometimes this also means what you are doing isn't making a final product but experimenting with materials.

4. **Evaluate** reflecting on the project and writing what has gone well and what needs further improvement. This could also include asking your client and target market what they think of the final prototype.