




Year 9 projects		<i>How does this relate to previous learning in D&T?</i>
<p>Money monsters: researching money boxes and designing your own “money monster” suitable for children to collect loose change in. This project builds on prior workshop skills such as CAD/CAM and hand tools including using chisels for the first time.</p>		<p>This project builds on skills covered in the year 8 kangaroo and jewellery box projects: cutting materials using various hand tools, filing and finishing timbers to a high quality. It also builds on your prior knowledge of timbers and polymers.</p>
<p>Lighting project: this project involves designing and making a lamp using CAD/CAM and traditional hand making skills. This project also includes soldering electrical components together so make a fully functional prototype.</p>		<p>This project builds on prior knowledge of using 2D Design (CAD) and laser cutters (CAM). It also includes elements of using the traditional tools used making the money monsters.</p>
<p>Designer clock: this project which involves using all the materials and skills you have learnt in the last two years to make a clock based on a design movement of your choice: <u>Art Nouveau</u> or <u>Memphis</u></p>		<p>This final project requires you to draw on all your experiences in D&T over the last 3 years and demonstrate high quality designing and making skills.</p>

How is my curriculum structured?

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

1. **Research/theory:** “*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.