Introduction

Our KS3 Design and Technology focuses on inventing practical solutions to problems through imaginative thinking. Students use a range of tools, materials, skills and techniques to explore, design and make products and brands that meet human needs. Going through various activities such as Logo Design, Brand Design and Design Artist Research.

Grading Breakdown	
Assessment	30%
Classwork	20%
Project work	30%
Select Learner Attribute	10%
Rules & Safety	10%

Year 7

Term 1	Topics: • Brand Design (F&B / Tech) • Logo Design & Artist Research	Scope: Students learn the foundation of creating their own brand along with logos and brand identity. Students also research a past influential artist
Term 2	Topics: • Typography • 3D model & Artist Research	Scope: An introduction to typography, history and impact of typography. Students will start to develop a 3D idea and build upon this initial idea.
Term 3	Topics: • Design Team based on skills and knowledge from Term 1 & 2 • Individual Project	Scope: A teamwork project, by picking a real-life problems and consumer needs. Brainstorming and coming up with a solution.

How students are assessed

Students are assessed through on-going evaluation of classwork, project marks and their demonstration of creative thinking.

Year 8

Term 1	Topics: • Brand Design (Hotel Toiletries) • Logo Design & Artist Research	Scope: Students learn how to build a brand from scratch by learning about brand research, customer target and brand awareness.
Term 2	Topics: • Platform Design • Typography and Artist Research	Scope: A deeper understanding of platform design (Apps and IU UX) design, complete a project of typography graphic design along with artist research.
Term 3	Topics: • Individual Design Project	Scope: A project, by picking a real-life problems and consumer needs. Brainstorming and coming up with a solution.

How students are assessed

Students are assessed through on-going evaluation of classwork, project marks and their demonstration of creative thinking.

Year 9

Term 1	Topics: • Brand Design (Open Topic) • Market Research • Website Design & Artist Research	Scope: Students will learn how to build up a brand from the initial idea all the way to the final outcome, which includes logo design, brand marketing and awareness. Students will also learn to design a rough sketch of website design.
Term 2	Topics: • Typography • Website Design • Material Studies	Scope: A deeper understanding of website design; material studies ranging from recyclable material, metals, wood and plastic.
Term 3	Topics: • IGCSE preparation and introduction to skills • Introduction to IGCSE Component 1	Scope: Students will complete individual work that is assessed at an IGCSE level. Students planning to take IGCSE Art will start focusing towards their IGCSE Topic of Study.

How students are assessed

Students are assessed through on-going evaluation of classwork, project marks and their demonstration of creative thinking. Those students planning to take IGCSE Art will have their work assessed at an IGCSE level