



Art, Design and Technology Department

Design and Technology Long Term Plan **Year 8** (1 lesson per week)

W/C	7 th September	11 th September	18 th September	25 th September	2 nd October	9 th October	16 th October	HALF TERM	2 nd November	6 th November	13 th November	
	1. Induction to D&T: Safety Using DT1/DT2 Design books	2-5 Baseline test: <u>Character Cubes</u> Assessing the design process (designing and making)				6-7 Baseline test Intervention: Gap analysis by teacher Student improving lowest skills				8 Swag Bag: Analysing the context	9 Swag Bag: Researching bags	10 Swag Bag: Modelling bag prototype 1
W/C	20 st November	27 th November	4 th December	11 th December	CHRISTMAS	5 th January	8 th January	15 th January	22 nd January	29 th January	5 th February	HALF TERM
	11 Swag Bag: Test, evaluate and improve the bag design	12 Swag Bag: Learn the properties of 6 fabrics	13 Swag Bag: Learn the properties of 6 fasteners	14 Swag Bag: Marking and cutting out the fabric body of the bag		15 Swag Bag: Sewing the fabric body of the bag	16 Swag Bag: Use the evaluation to develop the bag	17 Swag Bag: Add a fastener to the bag	18 Swag Bag: Add a fastener to the bag	19 Swag Bag: Use the evaluation to develop the bag	20 Swag Bag: Introduction to pewter casting and 3d printing	
W/C	20 th February	26 th February	5 th March	12 th March	19 th March	26 th March	EASTER	18 th April	23 rd April	30 th April	7 th May	
	21 Swag Bag: Make a button, draw tag or label	22 B Swag Bag: Make a button, draw tag or label	23 Swag Bag: Test, evaluate and improve the tag or label design	24 Swag Bag: Learn how to use flashing LEDs	25 Swag Bag: Make a light circuit	26 Swag Bag: Make a light circuit		27 Swag Bag: Test, evaluate and improve the Swag Bag design	28 Swag Bag: Making a final Swag Bag prototype	29 Swag Bag: Make final Swag Bag	30 Swag Bag: Make final Swag Bag	
W/C	14 th May	21 st May	HALF TERM	5 th June	11 th June	18 th June	25 th June	2 nd July	9 th July			
	31 Swag Bag: Use the evaluation to develop the Swag Bag	32 Showcase: Introduction to Y8 Showcase		33 Showcase: FPT - Introduction to CAD	34 Showcase: Test, evaluate and improve your 2d and 3d drawing techniques	35 Showcase: Using simple mechanisms on a pop-up card	36 Showcase: Enrichment Week	37 Showcase: Showcase	38 Showcase: Graduating from Y8			