



YEAR NINE

KS3 DT Curriculum

Subject on a Page



Timbers

TIMBERS – Bird Feeder

- * **Research** bird feeders, types, function and materials
- * **Safely** working in the DT work shop using tools and equipment
- * **Design** a bird feeder using 3D isometric drawing method
- * **Make** a bird feeder using the following skills: CAD/CAM, filing, cutting, shaping, finishing
- * **Evaluate** bird feeder
- * Use **technical knowledge** to complete the above goals



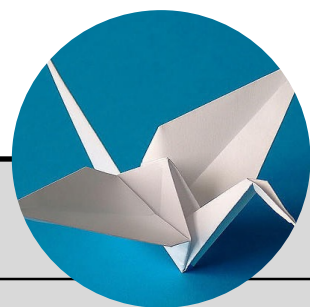
Textiles

TEXTILES - Architecture

- * Textiles artist **research**
- * **Safely** use textiles equipment
- * **Design** a creative textiles piece of art based architecture
- * **Make** a textiles piece of art using the following techniques: Pattern designing, batik, embroidery, appliqué, couching & mono printing
- * **Evaluate** architecture themed textiles art
- * Use **technical knowledge** to complete the above goals

DT Learner Curriculum Goals: CONFIDENTLY

- * **Research/investigate** – I can research relevant information to inform my project
- * **Safety** – I can work safely in a DT environment
- * **Design** – I can design original ideas
- * **Make** – I can make a number of products
- * **Evaluate** – I can evaluate a number of products
- * **Technical knowledge** – I can apply technical knowledge to successfully complete the above goals



Papers & Boards

PAPERS AND BOARDS – Endangered animal board game.

- * **Research** endangered animals
- * Work **safely** within the DT workshop
- * **Design** an original board game.
- * **Make** a board game using the following skills: craft knife cutting, measuring, gluing, taping
- * **Evaluate** board game – star diagram analysis
- * Use **technical knowledge** to complete the above goals



Food

FOOD – Nutrients

- * Nutrient **research**
- * **Safely** working in the kitchen
- * **Make** a variety of mainly savoury products, demonstrating a range of skills
- * **Evaluate** practical products
- * Use **technical knowledge** to complete the above goals

