



DESIGN & TECHNOLOGY - YEAR 9

Clock Project

The aim of this project is to give you an insight into GCSE Design and Technology. It provides the opportunity for you to develop the design process skills learnt and practised in Year 7 and 8 by allowing you to work through a mini design process. You will write your own design brief and specification, touch on research skills, and manage a project from beginning to end. You will further develop your pictorial and technical drawing skills whilst designing and developing a wide range of design ideas. You will model your designs through a range of techniques, including CAD and further develop your practical skill when manufacturing using processes and materials of your choice.

Scroll Project

This is a focus practical task which allows you to develop your metal working skills. You will learn about structures, triangulation, scale, modelling, metals and alloys, joining and scrolling methods and scales of production. You will produce an accurate product to a given specification. This project will prepare you for BTEC Engineering as well as GCSE Design and Technology.

Steady Hand Game Project

This project will further develop your electronics and programming skills. You will create a working steady hand game including the casing. You will develop your wood working skills and learn how to create more complex joints to house your steady hand game circuit.

Food

This year in food you will be given the opportunity to use a range of practical equipment in the food room. The recipes are especially centred around building on skills learned in y7 and 8 and are therefore more challenging (maids of honour has cake making method and pastry making method and shaping skills) You will explore factors that affect food choice and think about why we choose to eat what we eat and reasons that may cause people to avoid or embrace particular foods. You will cook chicken chow mein, cottage pie and maids of honour

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