Design and Technology Learning Journey

Revision Term 3

Revise for final exam on core content and polymers.



11

NEA Term 1

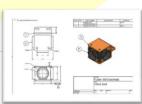
Design and develop your chosen idea.

Review your chosen design against the specification. Research the working properties of the materials you will use.

NEA Term 2

Make a prototype, test it, evaluate, and get third party user feedback.

10



<u>NEA</u>

Investigate a problem a product could solve investigate user needs.

3D printed Products

Design and make a 3D printed working speaker using CAD/CAM out of polymers.

3D printing project

Learn about how the world

of 3D printing is changing

lives and how to create 3D

models.



9

Kickstarter product

Sound reactive lamp

Make a laser cut lamp

react to sound.

create a crowdfunded product to solve an existing problem that helps someone with mental health or



Festival chairs

Make a chair that could

be used at a themed

festival event.

Developing existing products

Use SCAMPER to help develop existing products using rendering and sketching techniques.



Robots and Smart materials

How do materials react to their surroundings? Make and programme a robot.





Biodiversity Bug Hotels

Design and create a bug hotel, make wood joints, stain wood and make a commercially viable product.



Alimals

Create a colour changing animal lamp out of aluminium. Learn how to solder to make a circuit work and how to programme a microbit.



laser-cut Mobile phone or ruler

Design laser cut a mobile phone stand or ruler. Learn how to design in CAD like engineers and designers.



Bottle openers

Design and make a bottle opener, learning how to cut and shape materials using a pillar drill, coping saw, and sander.



Design a Pixar Character plush toy. Learn to sew and how some fabrics are being made out pineapples.



