MHS TECHNOLOGY KS3

Artist copies 2D and 3D

Design ideas and development

CAD work

Parts diagram and cutting list

Mock models/ planning for outcome

Final practical and evaluation/ testing of outcomes

Contextual References

Introduction & Mind-Map project

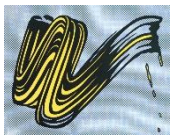
Memphis

Presentation & connection

Attend Options Evening for GCSEs

Make your informed GCSE option choices

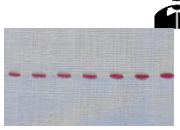
Comparing creative platforms



Pop Art

Art Deco

CLOCK PROJECT



YEAR 9

Making - Mark out and cut parts Sew together embellish

Idea development - component parts

Writing a design specification

Design ideas

Research - Intended design direction images

Donna Wilson

Presentation and written aspects

Detailed artist research

Sustainability of fibers

Final outcome photos and analysis

Production planning and sequencing

Practicing stitching & applique' technique

Paper Modelling and Pattern Making

Sketching

Introduction, Mind-Map project, Moodboards

FELT CREATURES

YEAR 8

Graphical skills

Adding tonal shading

Shell trim, Drill axle, Fit inside

Drill shell, Add wheels

Artist/ Designer research

Take part in Creative Art club

Vacuum Forming shell

Testing & Evaluation writing

Technical drawing

Sketching in 3D

Assembly of the toy car

Decorate your Toy car

Marking out an axle

Settling in - Keyrings MDF

What is Technology? Why is Technology important?

Visit Open Evening and Open Mornings

Cutting axle - Chiselling, assembly

Cutting axle - Cross halving joint

TOY CAR PROJECT

Introduction into wood

Introduction to Technology

Who are you? What do you know about Technology?

Ready, Respect and Safe in an Technology work room

YEAR 7

Attend Year 6 transition days

Masterclasses for Year 5 pupils

PRIMARY SCHOOL

"Every great design begins with an even better story." -- Lorinda Mamo, designer