

**Overview**

Year 7 Technology covers Product Design & Make; taught in specialist technical workshops and design rooms. A variety of creative and practical tasks are undertaken to develop the skills required of a designer/maker.

# Year 7 Design & Technology

**Term 3**

Your next project requires you to design and make a coat hook. You will design and make card models before working with metal and wood. Your coat hook must function and do its job of supporting a coat or clothing — but it must look the part. You will learn to consider aesthetics and use templates to help keep your work accurate. You will cold form metal to allow you to change its 3D form.

**Term 1**

Your settling in project will involve working with resistant materials (wood, metal and plastic) — quite a user-friendly material for you to start D&T with. You will be measuring and marking out, cutting, shaping and assembling parts to create a 'Key Tag' and a 'Bookend'. You will be taught how to use hand tools and machinery safely and accurately. You will use the computer for an introduction to 2D Design which is CAD (computer aided design) software.

**Term 2**

In this term you will be doing a textile project. You will start with finding out about types of fibres, develop your applique and a variety of hand stitching techniques. Then you'll use your imagination and practical skills to design and make a 'draw string bag'.