

## Technology

### Resistant Materials Technology

Students follow the **Key Stage 3 Programme of Study for Design & Technology** that involves designing & making tasks. Work is continually assessed through informed observation, questioning and worksheets. Students learn and develop a variety of skills; free-hand sketches, tonal rendering, perspective and isometric drawing, 3D modelling, research & analysis, developing ideas, planning and evaluation. Practical work will involve knowledge & understanding of tools and shaping materials correctly. Students follow a number of projects which are designed to cover the skills from the Programme of study. Each project is awarded a level on completion.

### Project planning

Year Group	Autumn Term		Spring Term		Summer Term	
	1st Half	2nd Half	1st Half	2nd Half	1st Half	2nd Half
KS3						
US1	Pencil Holder	Pencil Holder	Key Fob/badge	Graphic skills	Structure	Structure
US2	Pencil Holder	Pencil Holder	Key Fob/badge	Graphic skills	Structure	Structure
US3	Graphic skills	iPhone/watch holder	iPhone/watch holder	Graphic skills	Frame Structure	Frame Structure
US4	Automata	Automata	Project Clock	Project Clock	Graphic skills	Structure
US5	Moving Toy	Moving Toy	Project Clock	Project Clock	Graphic skills	Structure
US6	Automata	Automata	Night light	Night Light	Marketing task	Marketing task