

Sets (s): 4 lessons Year 8

YEAR 8 – LP1

SUBJECT –Wood&CAD/CAM skills (Headphone wrap)
KNOWLEDGE FOCUS: To gain improved skills and knowledge that are transferable, and can be used within other Design and Technology projects.



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This half term : Skills, Knowledge and Understanding to be developed:

- To design a headphone wrap to be made out of wood.
- To understand the need and follow basic workshop health and safety.
- To gain an understanding of how to design a headphone wrap using 2D Design.
- To use CAD and CAM with confidence.

Literacy:WL2, WG3,WG5,WG1& WG7c

Key Terms to be learned this half term:

Earphones, theme, brief, final design, dimensions, unique, evaluation, specification, modelling, hardwood, softwood, manufactured boards, template, accurate, situation, Computer Aided Design, Computer Aided Manufacture, 2D Design.

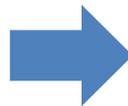
Week 1 Learning Objectives etc:

-Homework- Literacy spelling research.

- To understand what the project is and investigate the problem.
- To brainstorm initial thoughts in a mind map format to gain an insight into what needs to be included in the product for it to be successful.
- Research ideas/ existing products through the use of computers for inspiration and to see what is already on the market (use the images printed to source what style product you intend to make).

Skills: research skills, problem solving, ICT, literacy skills (through homework task)

Literacy: WG5



Objective assessments:

To successfully understand what the project is and what makes a successful headphone wrap.

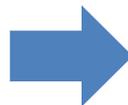
Literacy homework 1: Complete the spelling and definitions sheets based on the key words needed for the project.

Week 3 Learning Objectives etc:

- Starter:** spelling test/check homework is completed.
- To understand how a simple model can inspire designing.
- To design and make a simple headphone wrap out of card by hand.
- To use your headphones to see how it functions with the card model.

Skills: Literacy skills (spelling of key words), modelling skills, cutting skills and problem solving.

Literacy:WG5



Objective assessments:

To be able to transfer the information from the card model to 2D Design in week 11 of this project.

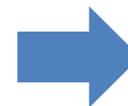
Week 5 Learning Objectives etc:

-Homework- Putting spellings into context task.

- Gain an understanding of where wood comes from and how different types of wood come in a range of forms.
- To design 3 fact cards on the 3 different categories of wood. Each card must include key points and facts.

Skills: problem solving, ICT, knowledge of the material being used for the project.

Literacy: WL2, WG3, WG5& WG1



Objective assessments:

To print off three fact cards and be able to use them during the project to increase knowledge of the materials being used.

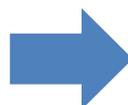
Literacy homework 2: Try and put the spellings learnt into context by creating full sentences in subject specific content.

Week 7 Learning Objectives etc:

- To understand what a brief and specification is and how we will use the given ones when designing/making.
- To develop designing skills, using the success criteria given to create a range of ideas that are both creative and function.

Skills: designing skills, rendering skills, dimensions (numeracy).

Literacy:WG3,WG7c



Objective assessments:

To produce a high quality final design to be used when you start making on 2D Design.