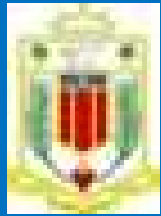


# KS3: Year 7 Product



Year 7  
approx. 18  
lessons

## Ball bearing game

KS2 Prior knowledge



**Can you design a product?**  
Creating a product based on design context and brief.

**Skill development : Workshop Skills**



Development of practical skills and knowledge of cutting skills and workshop machinery. Tenon Saw, Band facer and Pillar drill

**Design Specification**

Understand how to develop a criteria that meets the needs of a user.

**Skill development : Design ideas**



Development of drawing and annotating skills.  
Creative ideas for ball bearing game

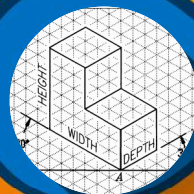


**Timber Theory**

Knowledge and understanding of the categories of timber, Hardwood, softwood and manufactured boards



**Isometric Drawing**



3D drawing skills of their final product. Enhances their final presentation.

**Product Designer:**

**Gerrit Rietveld**

Detailed profile of product designer identifying the key features of his work.



**Health and Safety**

Health and safety awareness used throughout the project in a workshop environment.



**End Of unit assessment based on NC descriptors**

- Design investigation
- Design development
- Make
- Evaluate
- Technical knowledge



To Year 8 ...