

KS3: Year 7 Product

Ball bearing game

Year 7
approx. 18 lessons

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



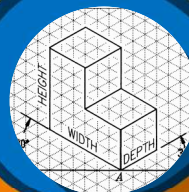
Timber Theory

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.



End of unit assessment

Based on NC descriptors students full project is accessed



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 ...