

Technology Projects

Students are encouraged to develop creative thinking, teamwork and problem solving skills to design and make a wide range of products using mostly woods, plastics and electronics. They select appropriate tools and techniques for making a product, whilst following safe procedures. They use a range of CAD/CAM equipment to help improve the quality of their work.









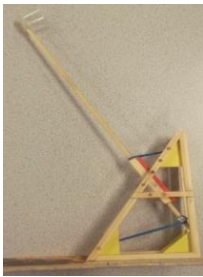


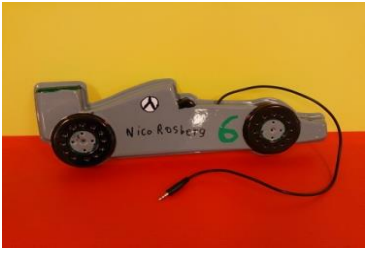


They evaluate the success of their designs and to consider ways of improving them.

<u>Year 7</u>	<p><u>Health and safety:</u> All students learn how to work safely in the workshop.</p> <p><u>Using plastics:</u> Students practice using hand tools and machines to produce a key fob using plastics.</p> <p><u>Structures:</u> Students learn about strong structures and construct their own using a range of different materials.</p>
<u>Year 8</u>	<p><u>Desk tidy:</u> Students learn how to design for a client and use a range of materials and processes to design and make a desk tidy.</p> <p><u>Electronic dice:</u> Students learn how to solder electronic circuits safely and use CAD/CAM to cut out and form an acrylic casing.</p>
<u>Year 9</u>	<p><u>Eco-friendly Project:</u> Students design and make a product to encourage wildlife into their garden. They consider the needs of specific species and the impact of using man made materials to make their product as environmentally friendly as possible.</p> <p><u>Catapults:</u> Students investigate the history of catapults and create their own ping-pong ball firing catapult to compete in a competition.</p>
<u>Year 10</u>	<p><u>MP3 Amplifiers:</u> Students research the evolution of personal music devices and design their own amplifier to plug into an MP3 player or other electronic device. They populate their circuit board and assemble the product to create stereo sound.</p> <p><u>Clocks:</u> Students design and make a customised clock using CAD and the Laser cutter.</p>
<u>Year 11</u>	<p><u>Own Brief:</u> Students are encouraged to use their own creativity to design and make a product of their choice. They select and order materials, plan their method of construction and assess the risks of producing their design.</p>

Technology Projects

Each year group has one double Technology lesson every week for half the school year and then changes to Food Technology.

In Year 11, students work on their own brief to make whatever they want (within reason). Below is a range of work from each year group.

<u>Year 7</u>	<p><u>Health and Safety:</u></p> 	<p><u>Using plastics:</u></p> 	<p><u>Structures:</u></p> 	
<u>Year 8</u>	<p><u>Desk tidy:</u></p> 		<p><u>Electronic dice:</u></p> 	
<u>Year 9</u>	<p><u>Eco-Project:</u></p> 		<p><u>Catapults:</u></p> 	
<u>Year 10</u>	<p><u>MP3 Amplifiers:</u></p> 		<p><u>Clocks:</u></p> 	
<u>Year 11</u>	<p><u>Own Brief:</u></p> 