

Holland Park School | *Year 7*
Design and Technology

YEAR 7		Pencil Box Project Timbers	Material: Natural
Research and Design	Research	<ul style="list-style-type: none"> Explore existing products that hold stationery Analyse products in detail using the criteria: Aesthetics, Cost, Client, Environment, Size, Safety, Function, Materials/Manufacture Research into different cultural patterns Understanding how research informs design thinking 	
	Design	<ul style="list-style-type: none"> Use research to inform design thinking creation of initial ideas Development of design ideas, based on material knowledge Begin to develop rendering and annotation skills 	
Technical Knowledge	Theory	<ul style="list-style-type: none"> Understand the universal health and safety rules of the workshop. Understand the differences in between Natural and Manufactured timbers Understand the physical properties of timbers. Explore the ways that wood can be joined. Understand the sustainable manufacturing processes, as well as issues with deforestation and responsible sourcing of materials as a designer. 	
Make	Skills	<ul style="list-style-type: none"> Introduction to workshop focus on use of workshop tools and machinery Introduction to standard components such as screws, pins and fixtures and fittings 	
	Make	<ul style="list-style-type: none"> Learn to measure accurately using the correct equipment. Understand why this is important Create joints in timber accurately 	
Evaluate	Critical	<ul style="list-style-type: none"> Explain different wood joints, when are they used and why? Quality assurance of joints made and the overall final product. 	

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Cross Curricular	Literacy	<p>Opportunities for extended writing within Product Analysis, Evaluations, justifying decisions orally and through annotation.</p> <p>No excuse vocabulary: Manufacture, Material, Safety, Softwood, Hardwood, Quality Assurance, Joint, Finish, Hazzard, Assemble.</p>
	Numeracy	Measuring and Calculations
	Other subjects	<p>Geography/Science – deforestation, wood theory</p> <p>SMSC - Team and collaborative skills. Use of imagination and creativity in learning. Cultural patterns</p> <p>PSHE - Assessment and evaluation. Safety</p> <p>Art – Colour theory, graphical communication</p>
Careers	<p>Carpenter, Architectural Joiner, Wood Machinist, Wood Product Manufacturing Operative.</p> <p>https://www.forestryengland.uk/careers</p> <p>https://www.bwf.org.uk/education/timber-futures/new-entrants-careers-in-woodworking/</p> <p>https://www.woodchoose.com/blog/wood-jobs-wooduwork/#google_vignette</p>	