



**Oakwood Academy**  
A Visual Arts, Technology & Sports College

# Design and Technology Home Learning - 11A

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By Mrs C Rigler (Head of Department)

# Basic learning in Design and Technology

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- In Design and Technology we aim for all pupils to develop creativity, understanding and practical expertise through designing and making products that solve real and relevant problems and evaluate its impact on the wider world within a variety of contexts, considering their own and others needs, wants and values
- Key learning in Design and Technology at home can involve pupils:
  - Researching and designing products
  - Making and evaluating products
  - The products could involve, for example: upcoming birthday presents, new garden ornaments and redesigning our school uniform!



# Learning Task 1 - Design Technology - 11A

Research and look at Games/DVD storage units. Look at the various materials used, size, colour and shape of the units.

You are going to design a new storage unit that will hold either DVD's or Games.

Write a Specification that will help you to design your new product. Think about, Materials, cost, size, customer, environment and function.

- Success Criteria

- Remember to start off your sentences with
- My Storage unit could have...
- My Storage unit should have...
- My Storage unit must have....



# Learning Task 2 - Design and Technology - 11A

- Draw out and label your Brand new design idea for your Games/DVD storage unit. Write a sentence to explain what each section holds. Shade it in colour.
- Success Criteria
- Have you explained what it will hold?
- How much will it cost to buy?
- Why have you picked a particular colour scheme?
- What material would it be made from?
- What age range customer would buy it?
- Could you include a logo on the side of it?





# Learning Task 3 - Design and Technology - 11A

- Design an Educational game for a child. It could teach them hand eye co-ordination (Jigsaw) How to count, how to tell the time, how to build, how to fit the shapes in the correct places.

- Success Criteria

- What material will it be made from?
- What size will it be?
- What age range will it be for?
- What is it teaching the child to do or learn?
- Will it make any sounds or noises?

