



Oakwood Academy
A Visual Arts, Technology & Sports College

Design and Technology Home Learning - 8B

By Mrs C Rigler (Head of Department)

Basic learning in Design and Technology

- 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 - 8B

- Task 1 - Research, Design and Evaluate your very own family board game! Play it with a family member and ask for their feedback. Use this to help - <https://www.youtube.com/watch?v=mFIGohsRRYc>
- Success Criteria
 - Were the instruction easy to follow?
 - Was the game fun?
 - How can the game be improved?



Learning Task 2 - Design and Technology - 8B

- Come up with four design ideas for a garden ornament, it could be a real character or fictional. It could have a light in it or maybe be a water feature? Evaluate your design ideas by asking your family members.



Learning Task 3 - Design and Technology - 8B

- Come up with a new design idea for our school PE kit. Use this to help -
- Success Criteria
 - Have you used the school colours?

