



Oakwood Academy
A Visual Arts, Technology & Sports College

Design and Technology Home Learning - 9A

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 - 9A

- Design and label a brand new car of the future and what exciting things it could do.

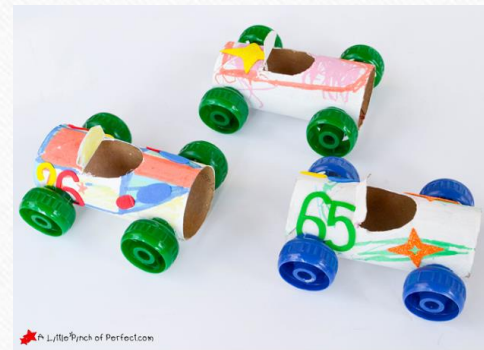


- Success Criteria

- Could it fly or travel on water?
- Could it become invisible or travel the speed of light?
- Could it have gadgets like in James Bond?

Learning Task 2 - Design and Technology - 9A

- Use scrap materials, egg boxes, cardboard, yoghurt pots, straws ect.. from around your house to make a car in 3D.



- **Success Criteria**

- Does it have an axel?
- Could you allow the car to move in some way? (use a balloon maybe?)
- Can you paint or colour the car in to make it look realistic?

Learning Task 3 - Design and Technology - 9A

- Create your own Brand of Car and design its company Logo.

- Success Criteria

- What colours will you use?
- Could it have a pattern included?
- Could it have your initials in the logo?
- Could it have an animal or insect within the logo?

