Oakwood Academy
A Visual Arts, Technology & Sports College

Design and Technology Home Learning – 10A

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 – 10A

Watch the (Big life fix) on you tube.

https://www.youtube.com/watch?v=R586pAl9Tqs

Learning Task 2 – Design and Technology – 10A

- After watching The big life fix write down a list of things that are important to consider when you are designing a new product.

- Think about a new product or gadget that you could design which will help someone in their everyday life. (Refer to Wallace and Gromit) or think of something that could maybe help a disabled child.

- 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 until could have…

- My Storage unit should have…

- My Storage unit must have….

Learning Task 3 – Design and Technology – 10A

- Draw out and label your new innovative product or gadget that will help someone in everyday life. Write a sentence to explain what it does. Shade it in colour.

- Success Criteria

- Have you explained what it does?

- How does it make someone's life easier?

- How much would it cost to buy?

- What material would it be madE from?

- What customer would buy it?