

D&T Department

Year 7

Topic: Wooden Puzzle

Learning Journey

Prior learning:

Second design and make project – students will have used some basic workshop equipment.

Skills and knowledge from primary school varied / unknown.

Learning sequence – topic title							Endpoint
Main learning steps	<p>Product analysis using ACCESS FM to develop research, analysis and literacy skills.</p> <p>Homework <i>Evaluate existing products</i></p>	Use the design brief to develop a range of design ideas	Basic problem solving skills building on measuring skills acquired in maths. <p>Homework <i>Design inspiration research task.</i></p>	Accurate drawing and dimensioning	Card modelling to help build skills in helping to make high quality products	Workshop skills using specialist tools – Tenon saw, clamping sanding machine. Gluing, Workshop H&S	Test and evaluate product against evaluation. Completed work booklet - Completed puzzle.
Assessment	Teacher marked / feedback	Peer and teacher assess	Range of ideas judged for suitability. Verbal feedback	Drawing of puzzle is checked and peer assessed. Verbal feedback	Model tested against drawing for accuracy Feedback in booklet	Verbal feedback.	Summative assessment at end of booklet

			Peer assessment of measuring exercise				
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Resources needed at home – internet access, basic drawing equipment including colouring pencils.

Parental support – Help with practicing their measuring.

Where will we use these ideas again: in subsequent projects throughout KS3 and cross-curricular (maths, food technology and science)