



## BLESSED TRINITY LEARNING PROGRAMME

**SUBJECT: DT-Graphic Products**

**YEAR: 8**

Title	Learning Objectives	Classroom Activity	Recommended Homework	Marking & Assessment
<p><b>Graphic Products:</b></p> <p><b>Jigsaw Coaster project</b></p>	<p><b>Designing Skills</b></p> <p>Design a jigsaw coaster set and packaging that will be based on a chosen theme and aimed at a chosen target market.</p> <p>The product will be designed in a way that will allow it to be manufactured using school equipment and facilities.</p> <p>Creativity will be encouraged throughout the design process, with students also doing research into existing merchandise and packaging.</p>	<p>Produce a specification that will satisfy the brief</p> <p>Create Mood Board for the chosen occasion and theme</p> <p>Sketch and render jigsaw coaster and package designs.</p> <p>Annotate the designs (describe, explain, evaluate)</p>	<p>Logos analysis</p> <p>Finish Final Coaster Designs</p> <p>Annotate Initial Package Designs</p> <p>Difference between bitmap/vector image sheet</p> <p>Complete Photoshop sheet</p>	<p>Pupils to self and peer assess practical work.</p> <p>Pupils will evaluate their design work throughout</p> <p>Teacher will mark all the sheets using the school's learning sticker after week 5.</p> <p>Pupils will use feedback from others in producing their evaluation.</p>

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<p><b>Graphic Products:</b></p> <p><b>Jigsaw Coaster project</b></p>	<p><b>Making Skills</b> A jigsaw coaster set will be designed using the computer CAD software Techsoft 2D Design.</p> <p>The packaging aspect will be created using Photoshop. The jigsaw coaster set will be cut out on the laser cutter (CAM).</p> <p>Pupils will develop their ICT and practical skills (by learning to use a craft knife, cutting mat and steel rule) when they cut out and assemble their product.</p> <p>Pupils will also use the vacuum former and strip heater.</p> <p><b>Knowledge &amp; Understanding</b> To understand the properties of the materials used to manufacture the product.</p> <p>To develop a knowledge of the design process (design &amp; make) and understand the need to produce specific tasks in the correct order.</p> <p>To develop a knowledge of existing products and packaging.</p> <p>Develop the knowledge on understanding of using the correct equipment in a safe and proper way.</p> <p>To understand how to creatively design and develop ideas and turn these into a final functional product.</p>	<p>Develop best design into a final design and evaluate.</p> <p>Produce product and packaging using Photoshop and 2D Design,</p> <p>Assemble together.</p> <p>Self and peer assess work.</p>	<p>Vacuum forming sheet</p> <p>Develop research and design sheets based on teacher AfL feedback</p> <p>Google Doodles (developing creativity)</p>	<p>Pupils will use feedback from others in producing their evaluation.</p> <p>Pupils will use the grow sheet to assess how they have achieved and what they need to do to improve</p> <p>Final assessment carried out by teacher.</p> <p>Level awarded for design/ research, manufacture and also an end of rotation test.</p>