

## **Design Technology Snow Closure Work**

### **Year 7:**

Students are to research the following tools and their uses:

Tri square

Marking gauge

Scroll saw

Tenon saw

Coping saw

Bench hook

Bevel edge chisel

Mallet

Ball pein hammer

Scriber

Centre Punch

Pop rivet gun

Please include a picture and description of each tool. This can be presented in a table.

### **Year 8:**

Students should generate designs for an internal light. This can be a lamp, ceiling pendant or desk lamp.

There should be a minimum of five annotated designs, including colour. Use isometric and 2D views to communicate your ideas. Students should pick the design they like the best and justify their decision.

### **Year 9:**

Following on from their steady hand game, students should develop some other games that could be produced to be used at a school fete.

Initial ideas for the games should be produced and annotated on A4 paper. Students should consider the games construction and use of materials.

### **Product Design (Both year 10 and 11):**

Students should generate mind maps to help them revise metals and surface finishes for metal. These can be produced on the computer or by hand. Students should consider the following headings:

- Ferrous metals
- Non-ferrous metals
- Alloys
- Surface finishes (including which ones are applicable to which metals)

### **Construction (Both year 10 and 11)**

Students should generate a mind map to help them revise health and safety. These can be produced on the computer or by hand. Students should consider the following headings:

- Fire extinguishers (types, colours and uses)
- COSHH
- PPE
- Risk assessments
- Hazards and risks
- Signs and colour coding

### **DEC (Year 10 only)**

Students are to research 3 different architectural eras. Identify the following and produce a PowerPoint presentation:

- What the era is (Its name and time period)
- Key characteristics and features of the era
- Location of the era (country)

- Materials used to achieve the design
- Key figures in the architectural era
- Key designs in the era (Provide examples along with annotation)