



Year 9 Syllabus in a nutshell

DESIGN & TECHNOLOGY





Year 9 Syllabus in a nutshell – Design & Technology

Students enter the Design and Technology department in year 9 and are immediately exposed to a wide range of elements associated in the subject. The subject as practical practice at its core. Everything that is taught has a link to the practical element of the course. By doing this, we feel the students can make links to the several elements that circle round the title Design and Technology.

However, the core purpose of year 9 is to introduce and for fundamental skill base. Often the basic skills in the subject are overlooked. The issue with this, is the student will not have a strong foundation of knowledge and awareness in the subject to progress to the standards set in the department. Therefore, our curriculum core focus is to teach and develop the following elements:

Practical Based

1. Identify and use the correct equipment to perform a practical task
2. Be aware and understand the properties and characteristics of materials
3. Learn how materials can be manipulated and formed into different shapes
4. Learn how materials can be joined together
5. Know how to use the workshop to its full potential
6. Identify simple electronic components
7. Levels, mechanisms, gears and pulleys
8. Robotics design and control
9. CNC manufacture and control
10. Use a range of prototype modelling

Design Based

1. Develop design awareness (environment, sustainability, ergonomics, anthropometrics, circular and linear economies)
2. Impact of design on society
3. Develop Intermediate and advance Computer Aided Design
4. Development of energy and resource management
5. Develop the ability to communicate in a variety of way

There are 6 practical based projects; that are varied year to year but commonly include:

1. Mini toolbox
2. Bedside lamp
3. Ikea style child step
4. Identify, Design and Model
5. Grab and Collect (levers and mechanism)
6. Electronic breadboarding (circuit building)