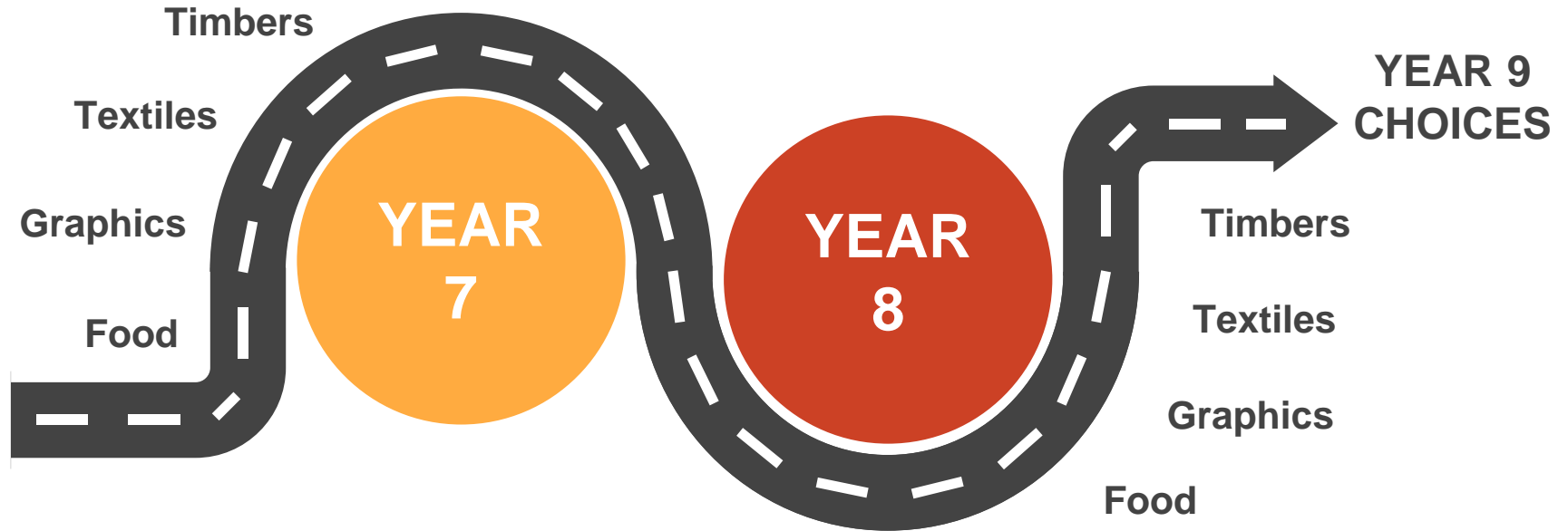
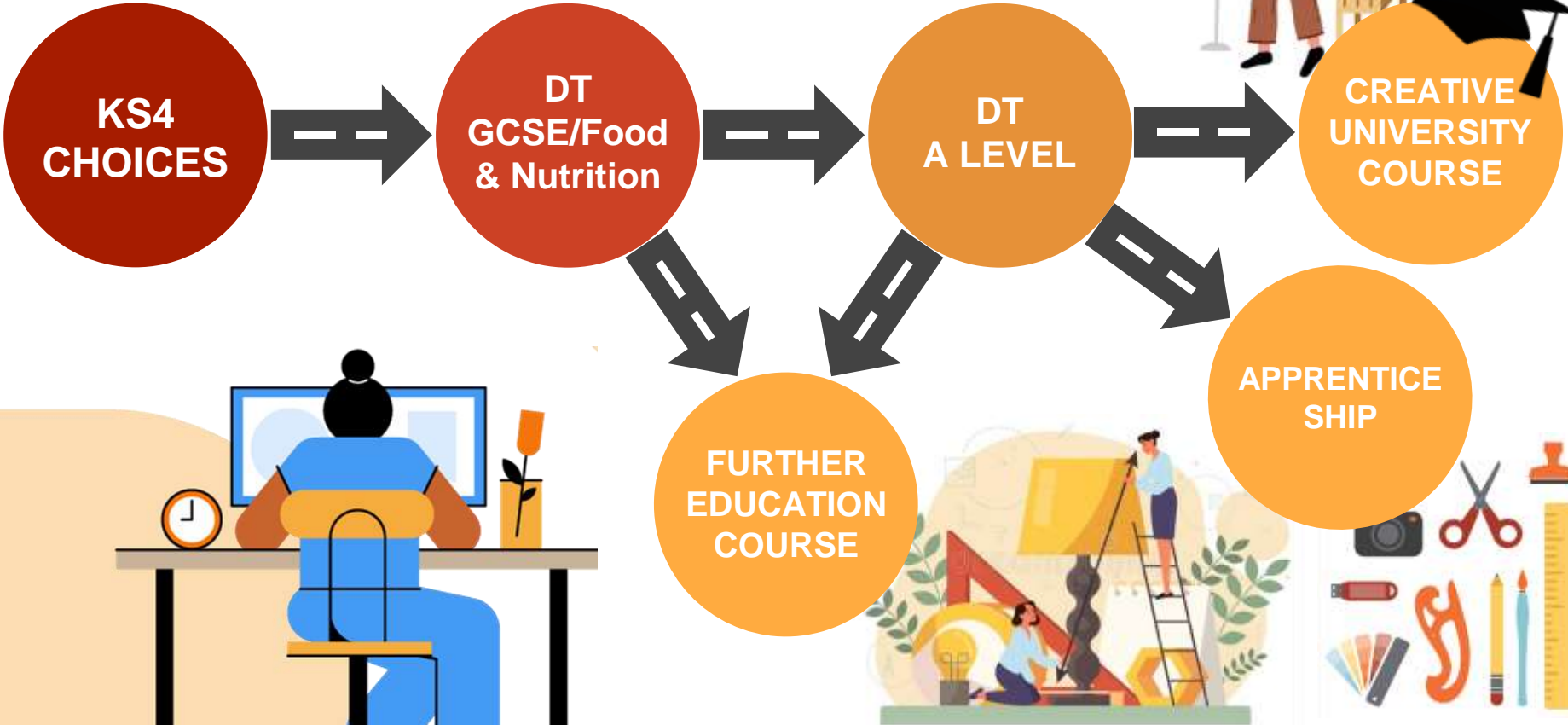


Year 8 Design Technology Choices

In Year 7 and 8 you have studied each subject and now need to make a choice for Year 9.



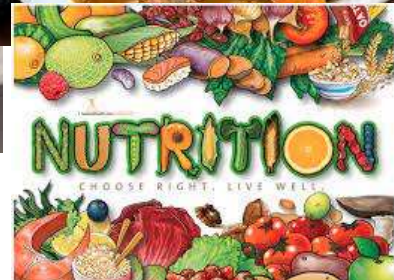
CAREER PATHS AFTER YEAR 9



FOOD AND NUTRITION: Year 9 learning



In Year 9 in Food we build on the skills & knowledge you gained in Year 7 & 8. We learn how to make food from a variety of international cuisines; Asian glazed salmon, Japanese gyoza & Katsu curry, Finnish fruit plait, Italian frittata & British Victoria sandwich cake. We study the nutrients that different foods supply and the function of them to your body. We also investigate how ingredients work by doing investigations using different ingredients to see how they affect the finish products..



FOOD AND NUTRITION: GCSE products

Recent NEA2 topics;
Street food
Asian food
Traditional British food
European food
Food high in iron
Food suitable for small children
Food suitable for vegans & vegetarians

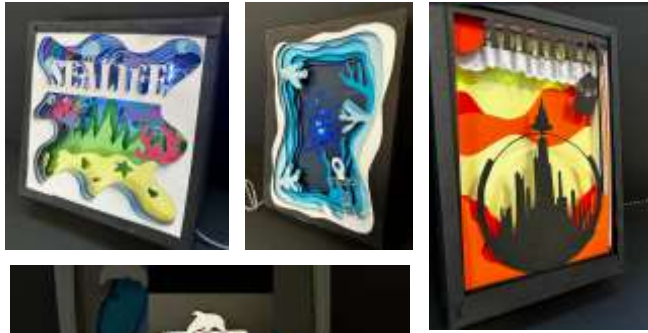
NEA1 15%, NEA2 35%, written exam 50% all completed in Year 11



Recent NEA1 topics;
Investigate the effects of raising agents in cakes, biscuits or scones.
Investigate the function of the ingredients in bread



GRAPHICS: Year 9 learning



PAPER ENGINEER

Project 1: Layered card

Paper engineer

Design and make a layered card inspired by underwater theme, architecture or celebrations.

Learn how to draw up a net with the design theme for the occasion of your choice. Using CAD (techsoft) and craft knife skills to create your layered card.



SET DESIGNER

ARCHITECT



Project 2: Retail Park- Architecture

Design your own unique shop front that will encourage people to visit the new retail park.

CAD skills: Develop Computer Aided Design (CAD) skills, where you will bring your ideas to the life with through 3D software program sketchup.

Model making: Develop model making skills where you will make your shop front for the retail park.





GRAPHICS: Year 9 learning



Model maker/ Set Designer

Project 3: Mini NEA - Recyclaphone/ Filla-fragrance

Explore, research, design and make a product in this project. This will now be more independently led to make a product of your choice - such as a electrical or beauty prototypes and packaging ready for the market. You will learn different modeling techniques and CAD processes, this will help give you a small taster for what the GCSE course will look like.

Key skills you will learn/develop

- Drawing skills - isometric, exploded view, rendering, dimensions, 2 point-perspective, nets.
- Hand tools and Machines- hotwire cutter, files, needle files, sand paper, craft knife, mat and rules etc.
- CAD - sketchup, photoshop, illustrator



GRAPHICS: GCSE products

Towards the end of year 9 you will make a decision on whether you will take a D&T subject as a GCSE option. Your mini NEA project in Year 9 should help you make an educated decision about this.

In year 10 we do a bigger version called a mock NEA to help further prepare you, this is where you will explore even more complex and interesting techniques to allow you to produce a really advance final outcome for you real NEA in year 11.

Example NEA topics:

Theme 1

- Primary Schools



Theme 2

- Neurodiversity

Theme 3

- Home working environment



What can I make?.....Anything your skills will allow!

TEXTILES: Year 9 learning

Project 1: Drawstring bag

Design and make a drawstring bag following the context of geometric shapes.

You will learn skills such as:

- Screen printing
- Batik
- Mola
- Applique
- Block printing
- Tie-dye
- Seams
- Free machine embroidery



Project 2: Dress or shorts for charity

Design and make a dress or pair of shorts for a young child who may not have much. Consider their needs, wants and the climate they live in, so that you can design and make a garment suitable for them.

We work with a charity to make sure the garments you make are sent to children who will really appreciate them.



Learn key constructions skills such as:

- Seams
- Hems
- Button & button holes
- Pockets
- Elastic waistband



Apply your previously learnt skills to add decoration onto the garments.

TEXTILES: GCSE products

You will be able to apply all of the decorative and construction skills learnt in year 9

Example NEA topics:

Theme 1

- **Helping people**

Theme 2

- **Town Centres**

Theme 3

- **Theme parks**



Key skills

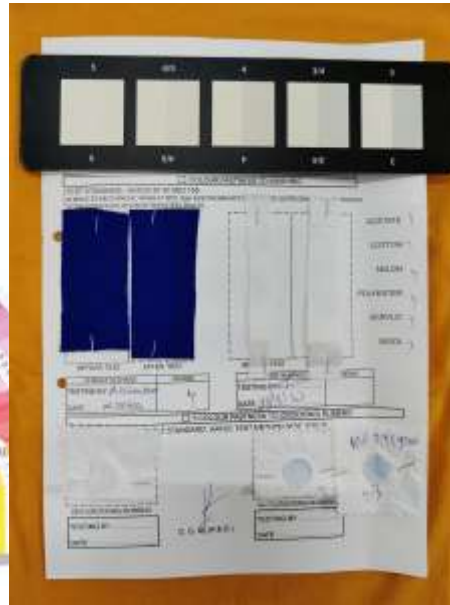
- Screen printing
- Block printing
- Couching
- Tie-dye
- Batik
- Applique
- Mola
- Hand embroidery
- Free machine embroidery
- Seams
- Hems
- Button & button holes
- Pockets

What can I make?.....Anything your skills will allow!

Colour technologist

As a colour technologist, you would be involved with the science and technology of colour application and its subsequent performance.

Work can be found in various sectors of the manufacturing industry, where dyes and pigments are produced for a range of products. You may take on an analytical role, making sure reproduction is accurate, application is even and the colour has durability. In the retail sector, it's likely you'll liaise with suppliers and end-users.



Good Skills To Have

- Accuracy
- Quality control
- Mathematical knowledge
- Chemistry knowledge
- Problem solving
- Team work

Textiles designer

Textile designers create designs for knitted, printed and woven textiles. These designs often feature repeating patterns. Textile design can include designing textiles for clothing and accessories, fabrics and furnishings, printed, paper-based products and also for the technical market, for example, clothing for oil rig workers.



NICOLA B

Textiles designer for Boden



Good Skills To Have

- Creative and able to draw
- have an eye for colour, texture and pattern
- Research skills



TIMBER: Year 9 products

Project 1: Skill development

Get familiar with how to use a range of tools and machines in the workshop safely. This project will be aimed at creating a **tealight holder**, this will use CAD/CAM, hand tools and machines to refine the outcome.



Stretch and challenge: candle holder continued

This project allows for further skill development either at the start or the end of the end as a second or even third type of candle holder could be explored.



Key skills you will learn/develop

- *Drawing skills* - isometric, exploded view, rendering, dimensions
- *Hand tools*- tenon saw, coping saws files etc.
- *Machines*- wood lathe, fretsaw, pillar drill etc.
- *CAD/CAM* - techsoft, laser cutter
- *Joining techniques* - finger joint lap joint, housing joint, wood and plastic adhesives etc.

Project 2: Pinball game

In this project you will design and make a pinball game with a theme of your choice. You will practice your technical drawing skills and develop your presentation of work throughout this project.



You will develop your hand tools and machine skills as well as refining you knowledge and application of joining techniques.



Project 3: Independent project - storage unit

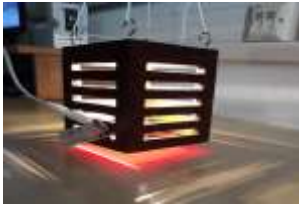
You will continue to explore, research, design and make a product in this project. This will now be more independently led to make a storage unit of your choice - such as a jewellery or makeup box. We will practice more joining techniques and CAD processes, this will help give you a small taster for what the GCSE course will look like.



GCSE :Example work

Towards the end of year 9 you will start to decide which subjects you would like to study at GCSE. For Timbers we offer the GCSE course of 3D design allowing us to explore a wide variety of skills and topics tailored to your interests and strengths.

Below you can see some previous wooden products designed and made by previous students.



3D design: Inspirational images for outcomes



What can I make?.....Anything your skills will allow!

Future career options

The variety of skills students develop including creativity, digital design, analysis, and the impact we have on the environment can lead to careers in various areas including:

- [Product designer](#)
- [Animator](#)
- [Graphic Designer/ Social Media Editor](#)
- Fashion Designer
- [Model maker/ Set Designer](#)
- [Interior Designer/ Architect](#)
- Food scientist
- [Mechanical Engineer](#)
- Fashion buyer
- Food stylist
- Social Media Manager
- Digital Content Creator



The choices process

You will receive a form via Edulink, **Wednesday 22nd May 2024**. This needs to be completed very carefully by numbering, in order of preference, the specialisms of textiles, timbers, graphics and food, from 1 to 4. 1 indicates that this would be your first choice, 2 indicates that this would be your second choice, and so on. There is also a section where you can explain why you would like this choice, such as needing it for a potential career choice or wanting to study it at GCSE.

We will try, where possible, to give everyone their first or second choice but this is not always possible; we are sure you will understand this.

The deadline for submitting your choices is **Friday 14th June 2024**.

Thank you for your careful consideration and action on these choices.

The choices process

If you have any questions, please speak to your current teacher or contact teachers below to support:

Food and Nutrition - Ms Kansara - kkansara@nsg.northants.sch.uk



Graphics - Mrs C Osborne - cosborne@nsg.northants.sch.uk



Textiles - Mrs Sannerrude - nsannerude@nsg.northants.sch.uk



Timbers - Miss J Stubbs - jstubbs@nsg.northants.sch.uk