



creative ways to deliver KS3



**DESIGN
MUSEUM**

interested in a creative MA module in design and technology?

Developing creative approaches to teaching design and technology

A 60 credit Post Graduate Professional
Development Module - Middlesex University

The aim of this module is to establish a range of 'practical' case studies focusing on the creative ways which enhance the designing skills of KS3/KS4/KS5 students

**Attainment
Partnership**

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Our objectives

What we offer

Key people

Key partners

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MA Education

Attainment Partnership lead the Design and Technology programme based upon the generic modules Developing Professional Practice, Action Enquiry and Dissertation. The Design and Technology projects have been major developments and innovations in the teaching of aspects of Design and Technology

"Just been thinking this will all be over very soon, I may even miss it...learning is sometimes challenging but it is lovely when you can come out the other side feeling different, like you have shifted your thinking, slightly, especially when you can apply it too, thoroughly recommend this to anyone."

Teacher on the course.
2010

Kevin Jones : 07771 898501
Mary Southall : 07771 906584
info@attainmentpartnership.org.uk

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[Link to midwhebonline.org.uk](http://midwhebonline.org.uk)



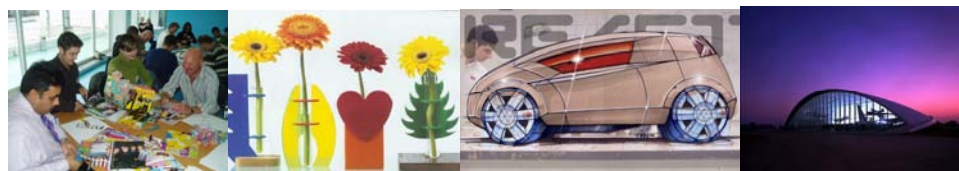
planning KS3 example 1

Y7	food	textiles	R.M.	control	graphics	design history
PoS	KC -2 KP -5	KC -3 KP -2	KC -1 KP -3	KC - 4 KP -6	KC -1 KP -1	KC -4 KP -4 KP -7
designing sub-skills	planning quality outcome	designing quality outcome	developing quality outcome	planning quality outcome	designing developing	evaluation



planning KS3 example 2

material exploration	design expression	eco evolution
experimenting with materials	communication and drawing skills	environmental issues
1.1b 1.3c	1.4c 1.1d	1.2a 1.2b 1.3b
2e 2g	2a 2d	2c 2f
science	art	geography



Sidney Stringer design faculty KS3 planning sheet

Y7	Product design (materials)	Product design (textiles)	Food technology	Product design (graphics)	Art and Design
Learning activities	Pen design	Bag manufacture	Healthy eating	Drawing skills - monorail	Myself
Concepts	1.3a, 1.3c, 1.4a	1.1b, 1.4b,	1.1c, 1.2a, 1.3c	1.1b	1.1b, 1.2b
Processes	KPa, KPe	KPf, KPg	KPc, KPe	2.2b	2e

Learning activity	Coat hook	Fabric design		Animation skills - themed	Architecture
Concepts	1.1a, 1.1b	1.1a, 1.3c, 1.4c		1.1b,c	1.1b
Processes	KPc, KPg, KPh,	KPa, KPb,		2.1b,c	2a,e
				2.2c	



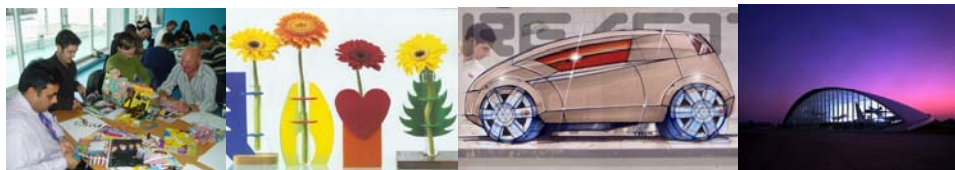
Y8	Product design (materials)	Product design (textiles)	Food technology	Product design (graphics)	Art and Design
Learning activities	Automata	t-shirt design	Multi-cultural	Lunch box – personalized cards	Viewpoint
Concepts	1.1d, 1.2a,	1.2b, 1.1a,	1.1d, 1.2a, 1.2b	1.1a, 1.2b	1.1a,b
Processes	KPe	KPd	KPc, KPe, KPh	2.1c, 2.2c,d	2g



Learning activity	Storage device	Fashion fabric		Surface pattern T-Shirts - CAD	Other
Concepts	1.1b,	1.4b, 1.4c, 1.3b		1.1a	1.1a,b
Processes	KPc,	KPa, KPb		2.1c	2b



DESIGN AND TECHNOLOGY	Product design (materials) Y7		Y8		Product design (textiles) Y7		Y8		Food technology Y7		Y8		Product design (graphics) Y7		Y8	
Key Concepts																
1.1a		✓				✓	✓								✓	✓
1.1b		✓		✓	✓										✓	✓
1.1c									✓							
1.1d				✓												
1.2a				✓					✓			✓				
1.2b							✓					✓		✓		
1.3a	✓															
1.3b								✓								
1.3c	✓					✓			✓				✓			
1.4a	✓															
1.4b					✓			✓								
1.4c						✓		✓								
Key Processes																
A	✓					✓		✓						✓		
B						✓		✓								✓
C		✓		✓					✓			✓				
D								✓								
E	✓			✓					✓			✓		✓	✓	
F						✓										
G		✓				✓									✓	
H		✓										✓				



Kingshurst CTC KS3 design and technology

Year 7																			
Key concepts												Key processes							
1.1a	1.1b	1.1c	1.1d	1.2a	1.2b	1.3a	1.3b	1.3c	1.4a	1.4b	1.4c	2a	2b	2c	2d	2e	2f	2g	2h
Intro to D&T	RM	CAD/CAM	Design History	Food				Jewellery		Graphics		Jewellery Design Strategies	Graphics	RM	Design History	Food		CAD/CAM	

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thank you

www.attainmentpartnership.org.uk

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