Fundamentals Year 7 & 8 Design Technology

The Design Technology fundamentals are visited in different contexts in the following areas Food, Textiles and Product Design which are taught on a termly carousel in each year.

	Fundamental	Knowledge	Skills
CORE	**C1-**Understand user needs	Know how to gather research to understand the needs of user	Show how user needs inform your work
	C2-Design Issues including Materials/ingredients and properties and new technologies	Know the potential issues in the material area (including social, cultural, environmental) Know materials/ ingredients and their properties Know new technologies in the material area	Identify the opportunity and constraints of design issues in your work Be able to select materials/ ingredients due to their properties
	C3-Mathematical application in DT	Know how maths can be used in DT	Show maths in your work as appropriate to the material area
MAKE	**M1-**Tools and Equipment	Know the appropriate tools and equipment in each material area	Select and show safe use of the appropriate tools and equipment in each material area
	M2-Processes	Know the processes for each material area Know quality control methods	Apply the correct processes in the material area Apply quality control within my project/ showing independence Show safe working procedures
	M3-Testing and Evaluation	Know what testing and evaluation strategies can be used in the material area	Be able to show testing against the design brief/specification Be able to evaluate your work and the work of others