



Christ's College Guildford



SUBJECT: Design & Technology Year 8 Pathways

Year 8	2-3 Pathway	4-6 Pathway	7-9 Pathway
Greater Depth (GD)	<p>Students build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users. They learn how to perform simple processes with basic tools and start to develop their technical knowledge along with design elements.</p> <p>Students begin to explore how to use different elements of design to create their own projects.</p> <p>By the end of the course, students should be able to identify the different tools and make basic design ideas with a basic evaluation, but most probably take wording from 4-6 for standard of work produced</p>	<p>Students build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users.</p> <p>They perform simple processes confidently with basic tools and build on their technical knowledge along with improved design elements.</p> <p>Students explore how to broaden the different elements of design to create their own projects.</p> <p>By the end of the course, students should be able to identify the different tooling confidently and make improved design ideas with a basic evaluation, but most probably have a mix of quality relating to 7-9.</p>	<p>Students develop their technical knowledge, understanding and skills by undertaking a wide range of practical challenges and design phases. They perform advanced processes confidently with a variety of tools and build on their technical knowledge along with enhanced design elements. Students explore how to broaden the different elements of design to create their own unique well analysed projects. By the end of the course, students should be able to identify and use the different tooling confidently and make advanced multimedia design ideas with an explorative and in-depth evaluation.</p>
Expected Standard (E)	<p>Students build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users. They learn how to perform simple processes with basic tools and start to develop their technical knowledge along with design elements.</p> <p>Students begin to explore how to use different elements of design to create their own projects.</p> <p>By the end of the course, students should be able to identify the different tools and make</p>	<p>Students build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users.</p> <p>They perform simple processes confidently with basic tools and build on their technical knowledge along with improved design elements.</p> <p>Students explore how to broaden the different elements of design to create their own projects.</p> <p>By the end of the course, students should</p>	<p>Students build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users. They perform advanced processes confidently with a variety of tools and build on their technical knowledge along with enhanced design elements. Students explore how to broaden the different elements of design to create their own unique projects. By the end of the course, students should be able to identify the</p>



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	<p>basic design ideas with a basic evaluation.</p>	<p>be able to identify the different tooling confidently and make improved design ideas with a basic evaluation</p>	<p>different tooling confidently and make advanced multimedia design ideas with an explorative evaluation.</p>
<p>Working Towards (WT)</p>	<p>Students build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users. They learn how to perform simple processes with basic tools and start to develop their technical knowledge along with design elements. Students begin to explore how to use different elements of design to create their own projects. By the end of the course, students should be able to identify the different tools and make basic design ideas with a basic evaluation, but the quality of work and the design elements are basic and display minimal creativity and thought behind their designs and evaluation.</p>	<p>Students build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users. They perform simple processes confidently with basic tools and build on their technical knowledge along with improved design elements. Students explore how to broaden the different elements of design to create their own projects. By the end of the course, students should be able to identify the different tooling confidently and make improved design ideas with a basic evaluation, but the research and design elements would that of 2-3 standard.</p>	<p>Students build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users. They perform advanced processes confidently with a variety of tools and build on their technical knowledge along with enhanced design elements. Students explore how to broaden the different elements of design to create their own unique projects. By the end of the course, students should be able to identify the different tooling confidently and make advanced multimedia design ideas with an explorative evaluation, but the project would be less in-depth in terms of their R&D phase</p>