Y8 Design Technology: Key Skills

1 Pre Assessment Review of sketching skills. Freehand sketching, how to use a pencil.

3D sketching. Oblique, isometric, perspective using a ruler

Letters & shapes in one point perspective

5 Application of Skills and Knowledge

2 Peer Assessment Formal elements of drawing in one point perspective.

4 Teacher PINS Assessment PINS feedback on Design task - Designing in the style of others.

Render using colour pencils. Rendering to show different materials.

Creating own design ideas using a specification for an identified product.

Introduction to the IsoSketch tool. How to draw a cube in isometric.

Research & design using the work of others

Block shapes using IsoSketch. Render to show wood, plastic, glass, metal

3 Self Assessment How well have I used the IsoSketch to draw a range of 3D objects.
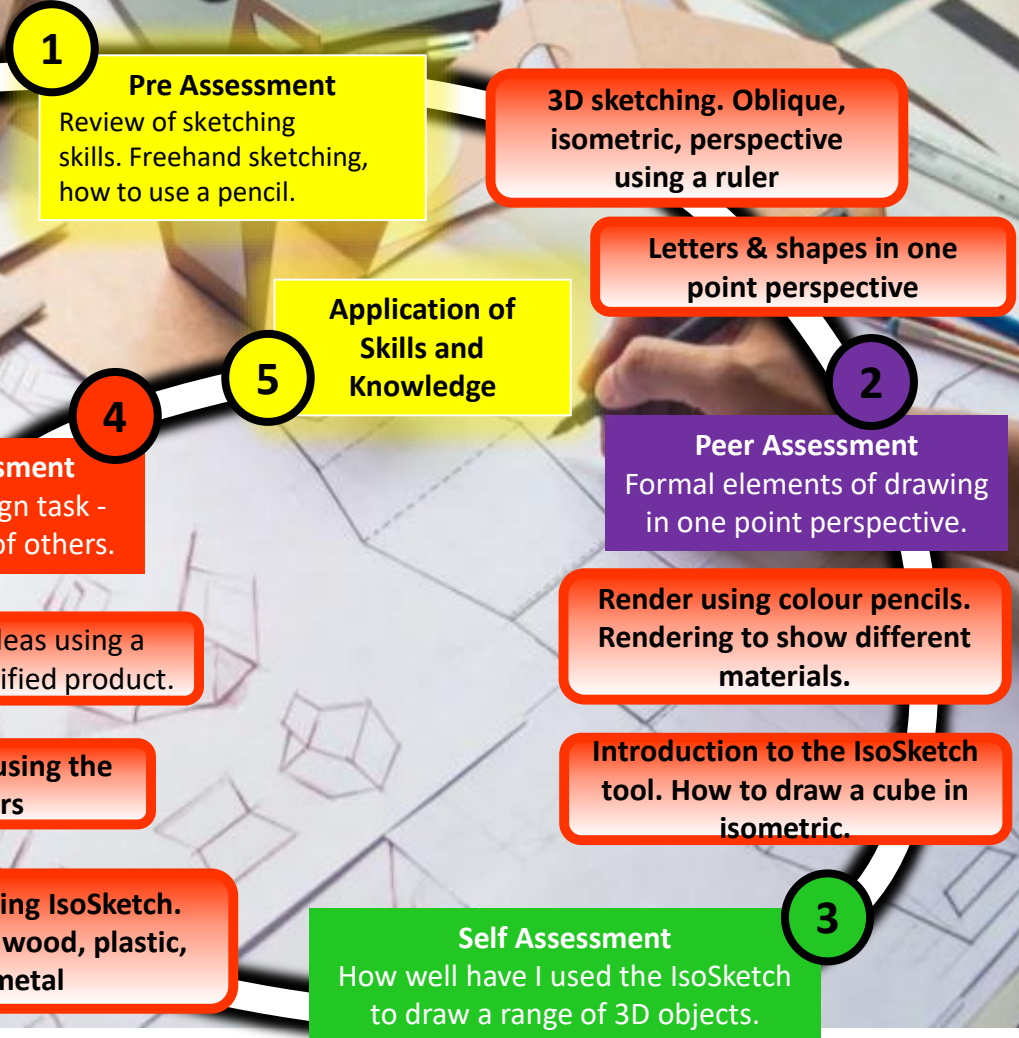
Monitoring my Progress

Task	Date Completed
1	
2	
3	
4	
5	

Links to Prior Learning
- *Design –* developing drawing and research skills to generate, develop, model and communicate their ideas. To design innovative, functional, appealing products that are fit for purpose
- *Evaluate* – analyse the work of past and present professionals and others to develop and broaden understanding

Key Words
Freehand, oblique, isometric, technique, perspective, two-dimensional, three-dimensional, IsoSketch, render