

# KS3 Development of Skills

Y8

### TEXTILES

Construct a textile bag as packaging for the mobile phone holder.  
Design the geometric shaped pattern on Vectr.com, convert into a repeat pattern on Photoshop.

Use sublimator printer to print the pattern onto fabric. Add a button to complete bag.

Developing new skills – hand sewing and use of a sewing machine, developing fine motor skills and hand-eye co-ordination.

### DRAWING SKILLS

Basic freehand drawing  
2D shapes/ 1 point perspective/ 2 point perspective

Extension/ G&T - Isometric drawing

Drawings should be more confident due to skills learned both in Y7 & 8 Art as well as DT  
Precision in construction/outline and colours used to add shading.

### 3D DESIGNING/ PRINTING

Learn basics of using Tinkercad – make a small box & lid / keyring

Refine Tinkercad skills, to construct a board game counter & Name/logo to attach to the game board.

### TEXTILES

Construct a crisp packet from felt using e-textile components such as conductive thread to create simple circuits with a switch and light.  
Developing and refining skills – Hand sewing and use of a sewing machine, developing fine motor skills and hand-eye co-ordination.

### ELECTRONICS/ CIRCUITS

Create a simple circuit using conductive thread and e-textile components.  
This is more complex than Y8 project as involves fine motor skills and sewing techniques – both hand and sewing machine

### Laser cutter

Create door sign to develop skills and confidence using the laser cutter software.  
The board game is designed with CAD and cut onto plastic/ wood, exposing students to different materials & use of specific tools.

### 3D DESIGNING/ PRINTING

Learn basics of using Tinkercad – make a Keyring/ box & lid

Then constructing a mascot/ logo for their crisp packet from simple geometric shapes as well as using the scribble tool to freehand draw more organic shapes.

EXTENSION/ G&T – Finer Details on the mascot/logo – Eyelids/ curled tail/ wings/ claws etc.

### DRAWING SKILLS

Basic freehand drawing  
2D shapes/ 1 point perspective/ 2-point perspective

Extension/ G&T - Isometric drawing

Drawings should be more confident due to skills learned both in Y7 & 8 Art as well as DT  
Precision in construction/outline and colours used to add shading.

### DRAWING SKILLS

Basic freehand drawing  
2D Shapes/ 1 point perspective/ 2 point perspective

Extension/ G&T - Isometric drawing

### 3D DESIGNING/ PRINTING

Learn basics of using Tinkercad – make a small box & lid / keyring

Then constructing a phone holder from simple geometric shapes

EXTENSION/ G&T – Finer Details on the monster – Eyelids/ curled tail/ wings/ claws etc.

To design other items in the product collection – Pen holder/ storage container.

### ELECTRONICS/ CIRCUITS

Learn about electronics, exploring simple /parallel circuits using LEDs, copper tape and card

EXTENSION/ G&T – Create a parallel circuit or more than one circuit on their board game.

Y7

Y9