

Knowledge Mat: D & T – Year 9

Key Knowledge for Year 9

Term 1

- To strengthen knowledge of the 20th Century design movements.
- To know how to work “in the style” of a named designer.
- To know how to use CAD grid tools in order to create repeat patterns.

Term 2

- To understand the process of casting concrete in a mould.
- To have an awareness of the characteristics of “brutalist” architecture
- To comprehend the link between abrasion in D&T and abrasion in Geography.

Term 3

- To understand the reasons for developing composite materials.

To be able to plan a complex build through iterative design (prototyping).

Term 4

- To understand the reasons for developing composite materials.
- To be able to plan a complex build through iterative design (prototyping).
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Wider Experiences / Try To Do...

Look for uses of concrete or ‘brutalist’ concrete moulding in the world

Watch Guy Martin “speed” documentaries and recognise the stages in the design process.

The **big** questions:

- **What** is a design movement?
- **Are there** material categories other than Wood, Metal and Plastics?
- **Why** do designers make a prototype?
- **What** are composite

Vocabulary

Concrete

Granite

Sand

Cement

Pea gravel

Former

Tamping

Composite material

Print laminate

Chipboard

Repeat Pattern

Prototype

Isometric

Presentation drawing

Lineweighting

Design movement

Modernism

Art deco

Art Nouveau

Streamlining

Post-modernism

Brutalism