Subject D&T	Term 3 (May - July)

This term, we are studying…

Year	Topic(s)	Why this? Why now?
Year 7	Moroccan Lantern Project	Students will learn the basic health and safety rules within a workshop. In this project, students will explore Moroccan design by creating a Moroccan-inspired lantern. They will investigate key features of Moroccan culture, including patterns and colours. Students will be introduced to a design brief and specification, using the ACCESSFM framework to analyse and evaluate their ideas. They will develop initial design concepts, progressing through the use of nets and prototypes. The project will incorporate textiles, with experimentation with fabric and basic sewing techniques to add decorative or functional textile elements.
Year 8	Bird Box Project	In this project, students will design and construct a bird box that reflects aspects of their own identity - culture, interests, values, and personal experiences. Students will respond to a design brief and develop a specification, applying the ACCESSFM framework to guide their decision-making. They will generate initial design ideas, create nets and prototypes, and gain hands-on experience working with MDF wood, using tools such as saws and drills to

		safely and accurately construct their final product. The project will conclude with students decorating their bird box in a way that visually represents their identity.
Year 9	Rogue Anthem Merchandise Project	In this project, students will take on the role of designers for a music band called *Rogue Anthem*, creating a range of merchandise products including a custom-designed CD cover and a tote bag. Students will explore the key features and purposes of merchandise within the music industry, examining how branding, audience, and visual identity influence design. Working from a design brief and specification, they will use the ACCESSFM framework to develop and evaluate their ideas. The project will include the development of original logo concepts, initial product designs, and the use of graphic design software to bring their ideas to life digitally. Students will apply their chosen designs to physical products, including printing onto tote bags to create a professional merchandise item.