S1 Design and Technology

Classroom	**Graphics INPUT 1**	**Architecture - House Design** Drawing boards, Inventor, 3D Printing.
Workshop	**Practical Metalwork**	**Coat Hook Manufacture** Marking out, sawing, filing, bending, riveting, shaping, sanding, finishing
Classroom	**Graphics INPUT 2**	**Graphic Design - Monster Gaming** Sketching, Colour Theory, DrawPlus, Laser Cutting, Animation.
Workshop	**Engineering Science**	**F1 Racing** Knowledge and understanding, designing, building and testing
Classroom	**Graphics INPUT 3**	**DTP - Travel App** Thumbnails, PagePlus, Desktop Publishing Features and Edits.
Workshop	**Practical Woodwork**	**Animal Glasses Holder** Marking out, cutting and shaping, sawing and chiselling, pinning and glueing, drilling, sanding and assembling.

Class share their time between the workshop and classroom space, rotating amongst other S1 class to allow access to resources. Students develop skills to support progression into S2 Graphic Communication, Practical Craft Skills and Engineering Science.