

S1 BGE Plan

Subject	What will we learn?	What skills will we develop?	How will we be assessed?	What homework will we have?	What experiences/extracurricular clubs will be offered?
Technical	<p>Practical Projects</p> <ul style="list-style-type: none"> • Appropriate and safe use of tools and machinery on how to mark out, shape, finish and form plastic, wood and metal • Different properties and categories of plastic, wood and metal <p>Design Unit</p> <ul style="list-style-type: none"> • The basic stages of the design process • What factors influence different designs contexts • The importance working to a specification • Good and bad design in different contexts • Idea generation techniques • sustainability and environmental issues <p>Graphics Unit</p> <ul style="list-style-type: none"> • What and how to produce different technical graphics in both 2D and 3D • Ways to show tone and texture in a sketch • How to use CAD to produce basic 3D models which show tone and texture • How to use DTP commands and principles to create a poster • Basic colour theory 	<p>Reading and interpreting working drawings</p> <p>Using evidence to justify choices</p> <p>Measuring</p> <p>Basic addition/subtraction</p> <p>Listening</p> <p>Practical skills</p> <p>Creative thinking</p> <p>Evaluation skills</p> <p>ICT skills</p> <p>CAD software skills</p> <p>Sketching skills</p> <p>Teamwork/communication skills</p>	<ul style="list-style-type: none"> • Practical work grade at the end of each model • Small, informative end of unit tests for practical work • Continuous and ongoing verbal assessment of day to day work 	<p>Homework issued ad-hoc, dependant on nature of lesson/work at the time.</p>	<p>S1 craft club</p>