

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><b>Practical Projects</b></p> <ul style="list-style-type: none"> <li>Appropriate and safe use of tools and machinery on how to mark out, shape, finish and form plastic, wood and metal</li> <li>Different properties and categories of plastic, wood and metal</li> </ul> <p><b>Design Unit</b></p> <ul style="list-style-type: none"> <li>The basic stages of the design process</li> <li>What factors influence different designs contexts</li> <li>The importance working to a specification</li> <li>Good and bad design in different contexts</li> <li>Idea generation techniques</li> <li>sustainability and environmental issues</li> </ul> <p><b>Graphics Unit</b></p> <ul style="list-style-type: none"> <li>What and how to produce different technical graphics in both 2D and 3D</li> <li>Ways to show tone and texture in a sketch</li> <li>How to use CAD to produce basic 3D models which show tone and texture</li> <li>How to use DTP commands and principles to create a poster</li> <li>Basic colour theory</li> </ul>	<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"> <li>Practical work grade at the end of each model</li> <li>Small, informative end of unit tests for practical work</li> <li>Continuous and ongoing verbal assessment of day to day work</li> </ul>	<p>Homework issued ad-hoc, dependant on nature of lesson/work at the time.</p>	S1 craft club