KENTON SCHOOL LEARNING JOURNEY – Technology

Technology	DT - Carousel 1	DT - Carousel 2
Year 7	**Jitterbug -** Students will design and make a Jitterbug. Students are taught how Technology is used to control the world around us, dangers and risk factors in the workshop and the skills relevant to this particular project.	**Steady Hand Game -** Students will further develop some of the skills learned during the first carousel. They are introduced to circuits and electronic components, their uses in the wider world as well as creating these and manipulating resources to meet the needs of their brief.
Technology	DT - Carousel 1 – Puzzle Box	Carousel 2 – Moisture Detector
Year 8	**Puzzle Box –** Students will develop skills in different joining methods as well as material testing to help identify material properties and select the most appropriate for particular design briefs.	**Moisture Detector –** Students will further develop their understanding and related skills in circuits. They will calculate circuit values using Ohms Law, as well as components used in circuits that are altered due to changes in their environment.
Technology	DT - Carousel 1	Carousel 2 – Night Light
Year 9	**Screwdriver Project –** Students will develop their skills using a manual lathe and develop knowledge about computer controlled machines too. The project also links concepts of production including one-off, batch, mass and continuous production methods.	**Screwdriver Project –** Students will further develop their understanding and skills in circuit building and gain a deeper understanding of renewable and non-renewable energy sources. They will further develop their soldering skills and safe handling of equipment and PCBs.