



# Bramhall High School

## Resistant Materials D &T

**A level: [Grade 6+]**  
Design Technology, Architecture, 3D Design, Game Design,

**BTEC**  
Engineering, Graphic Design, Creative Media, Photography

**Other post 16 options** – including Apprenticeships, other A level subjects, other BTEC subjects, other training, College.



End of year examinations

Consolidation and revision of learning

YEAR  
11



RM  
Lamp Project using a range of materials

RM  
Additional Skills- research and modelling

RM  
Building skills Box project

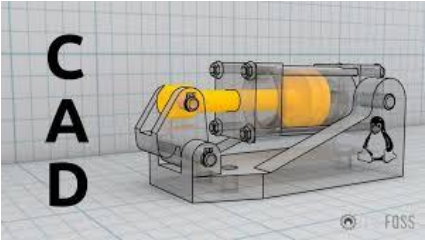
YEAR  
10



National Curriculum Compliant

Select design theme  
Independent creation of folders  
Problem & design brief mastery  
Target market mastery  
Automata Research & analysis – specification mastery  
Use of VLE for independent study  
Design and working drawing creation mastery  
Use of CAD & CAM mastery  
Independently selecting tools and equipment mastery  
Independently working from a design drawing mastery  
Independently modifying designs where necessary mastery  
Vector and bitmap understanding & mastery  
Background experimentation and innovation  
Utilisation of a working drawing mastery  
Experimentation & layout mastery  
Creation of final layouts – apply criteria  
Creation of final products  
Independent creativity and originality  
Evaluation against design criteria  
Hand skills mastery classes

YEAR  
9



YEAR  
8

**Resistant Materials**  
Understanding and analysing working drawings  
Meeting set deadlines  
Planning time effectively  
Use of CAD  
Independently selecting tools and equipment  
Independently working from a design drawing  
Independently modifying designs where necessary  
Utilisation of a working drawing  
Independently hand drawing isometric projection of the design mastery  
Creation of final product  
Creativity and originality

**Resistant Materials**  
Target market and mood board  
Desk Tidy Research & analysis – specification  
Use of digital camera  
Selection of images from the internet  
Downloading from VLE  
Conversion of simple images to bitmaps  
Cad – 2d design  
Editing – 2d design  
Size and measurement – 2 d design  
Use of CAD & CAM  
Use of hand tools and machines  
Vector and bitmap awareness  
Workshop basic safety  
Downloading simple backgrounds  
Simplistic experimentation with layout  
Creation of final product

welcome

YEAR  
7

