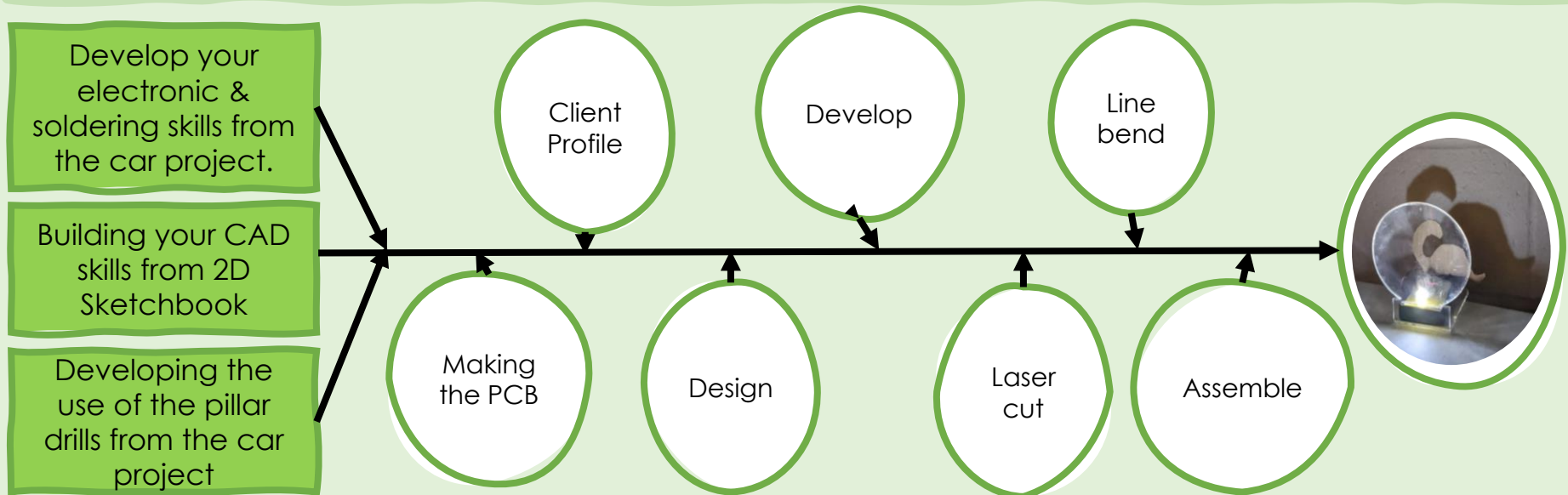


Project 1; FloGlow Lamp - Why do we study electronics within Design Materials?

By studying Design and Technology we allow opportunities to develop skills and knowledge across a wide range of disciplines using traditional, practical and computer aided tools. Design and Technology covers Product Design, Resistant Materials, Electronics, Fashion and Textiles and Engineering, all problem-solving subjects building confidence and resilience in creative skills, testing, failing, improving and creating successful outcomes individually, or as part of a team.

We study electronics to gain a thorough understanding of the world around us. Through building circuits, coding microcontrollers, designing and making casings for our circuit boards, we develop key skills to be able to create solutions to everyday problems in innovative ways.

The Flo-Glow lamp project builds on what we've learnt from the racing car project, developing our skills and understanding on how electronic products work.



Project 2; Clock - Why do we study Design Materials?

By studying Design and Technology we allow opportunities to develop skills and knowledge across a wide range of disciplines using traditional, practical and computer aided tools. Design and Technology covers Product Design, Resistant Materials, Electronics, Fashion and Textiles and Engineering, all problem-solving subjects building confidence and resilience in creative skills, testing, failing, improving and creating successful outcomes individually, or as part of a team.

The clock project teaches you how to use 3D thinking, sketching and Computer Aided Design to create a product for a client.

