

Sec 1 D&T Syllabus

Term 1	Term 2
Introduction - Design Process.	Situation – Need definition, design brief, design specifications and user analysis.
Situation - Design Need.	Research – Product analysis.
Ideation - Random Trigger.	Ideation – Shape borrowing.
Evaluation – Selection of final idea.	Design communication - 2D to 3D crating.
Design Communication - User Interaction	Development - Cardboard modelling.
Material – Sustainability and Material Selection.	Evaluation – Cardboard model.
Making – Marking out, drilling, shaping and finishing	Electronics - Circuit connection and common components.