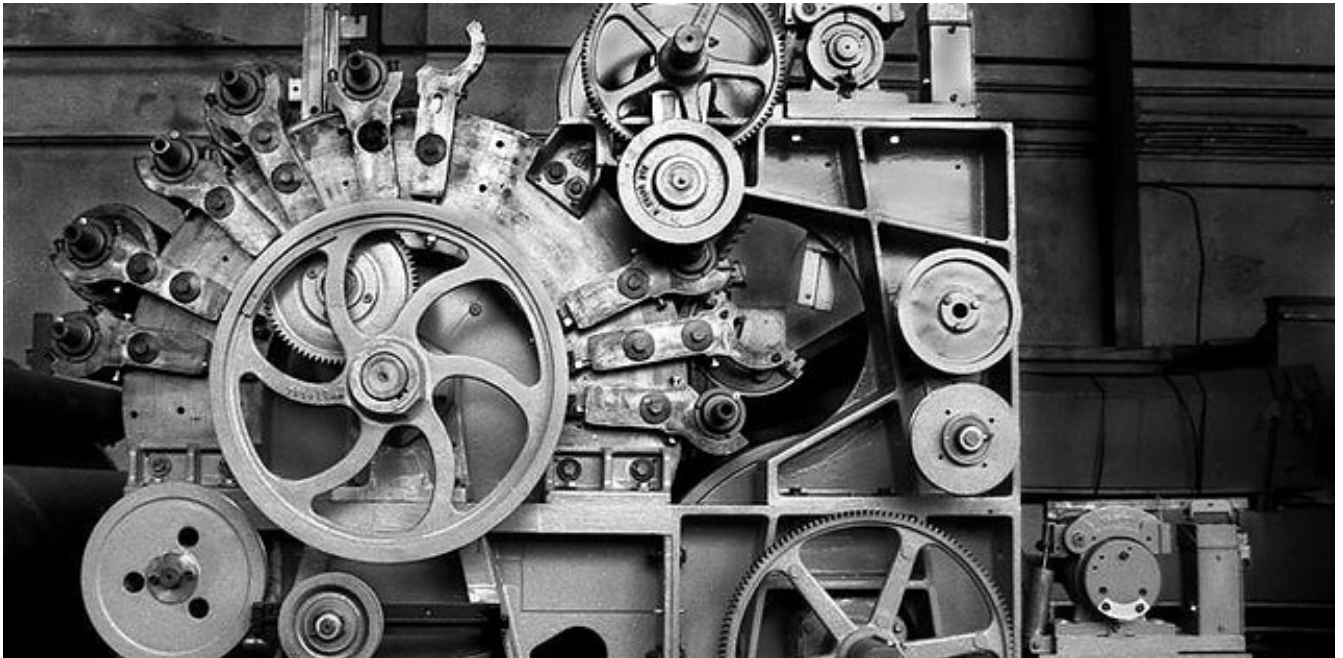


# Design and Technology

## Year 9 Topic – Mechanical Systems



Sequence		Learning Aims
1	Client Research	Learn how to conduct primary research on potential users.
2	User-Centred Design	Learn how to use the design process as a method of problem solving when working in teams.
3	User-Centred Design	Learn how to develop an idea by analysing and reflecting on feedback from others.
4	Hydraulic Claw	Learn how more complex mechanical systems function.
5	Candy Machine	Learn how to mark, cut, and shape materials.
6	Candy Machine	Learn how to assemble products with moving parts and mixed materials.
7	Laser Cut Clock	Learn how to draw and prepare designs for CNC output.
8	3D Try Square	Learn how to make assemblies of components using digital tools.
9	Micro:Bit Robot	Learn how to combine electronic components and programming to generate physical outputs.