

Year 9 Design & Technology - Dyson Iterative Design Learning Programme 1

The LORIC skill focus for this LP is: LEADERSHIP The Moral Virtues focus for this LP are: COURAGE and HUMILITY. Courage - Acting with bravery and overcoming fears. I will show courage by answering a question in class even when I'm not 100% sure of the answer. Humility - Having a modest view of oneself. I will show humility by admitting mistakes and asking for help when needed. What will I be learning about in this Learning Programme? To know the characteristics of high and low income countries. To know about the development of humanitarian products. To know the difference between renewable and non-renewable energy sources. To apply the iterative design process to develop a humanitarian product; to understand the wider issues affecting design & technology. Where have I seen this learning before? In Y7 and 8 you will have modelled and tested ideas from card and will have discussed the environmental impact of using materials to make products. What could I use it for? You will apply the iterative design process extensively when designing and modelling your ideas for your GCSE Design and Technology non-examined assessment. You will also make links with topics studied in Geography.		Literacy Non-Negotiables: - Capital letters must be used at the start of sentences and for the first letter of proper nouns - Full stops must be used at the end of a sentence - Question marks must be used at the end of a question - Apostrophes should only be used for possession or omission - Days of the week and months must be spelled correctly - Key words must be spelled correctly - Vocabulary to be taught using the Frayer model	
In LP1.1, I will know: 01/09/26 - (WK 1) the difference between 'needs and wants'; the general characteristics of high and low income countries.		Key Vocabulary Humanitarian	Homework Research the Dyson company.
In LP1.2, I will know: 07/09/26 - (WK 2) how the inventor Trevor Bayliss developed the idea of a wind-up radio; how to analyse the features and functions of existing humanitarian products.		Key Vocabulary Product analysis	Homework Interpreting data on a chart.
In LP1.3, I will know: 14/09/26 - (WK 1) the impact of different energy sources on the environment and society; how to explore the Dyson humanitarian context using mind mapping.		Key Vocabulary Renewable	Homework Wider issues in design & manufacture.
In LP1.4, I will know: 21/09/26 - (WK 2) how to use design strategies to create original ideas using freehand sketches, labelling and annotation; how to use the SCAMPER strategy to improve and develop one design idea.		Key Vocabulary Design strategy	Homework The sources of energy.
In LP1.5, I will know: 28/09/26 - (WK 1) how the designers at Dyson produce prototypes through the iterative design process; how to use a craft knife and hot wire sculptor to cut card and shape foam into a non-functioning prototype.		Key Vocabulary Iterative design	Homework Research a sustainable product.
In LP1.6, I will know: 05/10/26 - (WK 2) how to use a hot glue gun safely to assemble my cardboard and foam parts into a non-functioning prototype.		Key Vocabulary Block model	Homework The iterative design process.
In LP1.7, I will know: 12/10/26 - (WK 1) how to test the ergonomics of my prototypes and gain feedback to suggest next improvements; how to continue to apply the iterative design process to further develop and finalise my prototype.		Key Vocabulary Ergonomics	Homework Modelling materials.
Resources to support learning: The following websites contain extensive revision material and information to increase design & technology subject knowledge: www.mr-dt.com; www.bbc.co.uk/bitesize.			
FEET Award Challenge for this Learning Programme: Complete research on three different humanitarian products designed to improve the lives of people living in low income countries.			

