DESIGN & TECHNOLOGY

SUBJECTS

DESIGN & MANUFACTURE

@DT.GARNOCK (O')

- GRAPHIC COMMUNICATION
- PRACTICAL WOODWORKING

MRS JARDINE

MRS MCMILLAN









MR MCLEAN

MISS SIM

MR OETEGENN

OUR DEPARTMENT

We have 6 teaching spaces:

- 3 classrooms
- 3 dual purpose workshops

These spaces are shared so you may find yourself moving around the department. Our friendly technician is Mr Sommerville.



MR SOMMERVILLE



SKILLS AREA 1



SKILLS AREA 2



SKILLS AREA 3



WORKSHOP 3



WORKSHOP 1

S1 DESIGN& TECHNOLOGY

units of work

DESIGN & MANUFACTURE:

- WOOD UNIT- BASKET BALL GAME
- PLASTIC UNIT- EAR BUD WRAP
- METAL UNIT- BIRD FEEDER

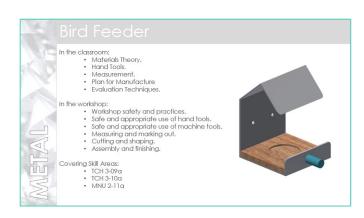
GRAPHIC COMMUNICATION:

- COMPUTER AIDED DESIGN (CAD)
- DESKTOP PUBLISHING (DTP)
- MANUAL GRAPHICS.

DESIGN & MANUFATURE



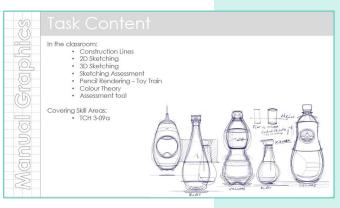
In the classroom: Materials Theory Hand Tools Design Process Idea Generation Idea Development Modelling Techniques Evaluation Techniques ASSESSMENT TOOL Workshop safety and practices Safe and appropriate use of hand tools · Safe and appropriate use of machine tools High Quality finishing techniques Covering Skill Areas: TCH 3-09a TCH 3-10a TCH 3-11a



GRAPHIC COMMUNICATION







STAR PUPIL

If you work extremely hard or produce an excellent piece of work you could earn the title of star pupil.





















Pose for a photo in our star pupil frame and have your picture posted on our department Instagram.

You'll also win one of our Design and Technology star pupil key rings.

EDUCATIONAL SCHOOL TRIPS







WHERE HAVE WE BEEN?

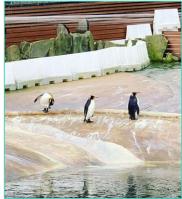
- EDINBURGH ZOO
- ROLLS ROYCE
- HUNTERSTON POWER PLANT
- AYRSHIRE COLLEGE
- DISNEYLAND PARIS





















GUEST SPEAKERS

We invite specialists into the department to give you a realistic experience of how our subjects link to industry. LEAD GRAPHIC DESIGNER STACEY CAME IN TO WORK WITH OUR S3 GRAPHIC COMMUNICATION PUPILS.





COACH LUCY, A LOCAL PERSONAL TRAINER CAME IN RECENTLY TO WORK WITH OUT S3 GRAPHIC COMMUNICATION PUPILS.











PROJECT PRINT You think it, we ink it







