Liverpool John Moores University

Title:	MATERIALS FOR DESIGN & TECHNOLOGY 1
Status:	Definitive
Code:	**4002PSDT** (103886)
Version Start Date:	01-08-2016
Owning School/Faculty:	Education
Teaching School/Faculty:	Education

Team	Leader
Matt McLain	Y

Academic Level:	FHEQ4	**Credit Value:**	36	**Total Delivered Hours:**	91
Total Learning Hours:	360	**Private Study:**	269		

Delivery Options
Course typically offered: Standard Year Long

Component	Contact Hours
Tutorial	1
Workshop	90

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Portfolio (Food) 2000 word equivalent	26	
Portfolio	AS2	Portfolio (Textiles) 2000 word equivalent	26	
Portfolio	AS3	Portfolio (Resistant Materials / Systems Control) 2000 word equivalent	28	
Portfolio	AS4	Reflective Log 2000 word equivalent	20	

Aims

This module aims to introduce students to designing and making products through

the use of food, textiles, resistant materials and ECT.

Learning Outcomes

After completing the module the student should be able to:

1 Use investigative skills in food / textiles science.
2 Demonstrate understanding of the concept of healthy eating.
3 Demonstrate competence in using a range of basic hand and machine techniques for working with a range of materials.
4 Demonstrate knowledge of the qualities, working properties and uses of a number of common materials.
5 Use the systems approach to the design of simple electronic circuits.
6 Demonstrate safe working practices.
7 Develop a reflective log that identifies the practical use of new skills, knowledge and design strategies in the classroom.
8 Use the Design and Technology Profile of Competencies to record progress.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Portfolio - Food	1	2	3	4	6	7
Portfolio - Textiles	1	3	4	6	7	
Portfolio - Resistant Material	3	4	5	6	7	
Reflective Log	7	8				

Outline Syllabus

Concurrent study of the three specialist material areas of design and technology as described in the National Curriculum at Key Stage 2 and 3.
Focused practical tasks and design and make assignments will feature.
Application of knowledge, skills and design strategies to the design and technology classroom.

Learning Activities

Food:
A range of Focused Practical Tasks and Product Analysis activities.
Basic techniques in food preparation structure and production of carbohydrate foods.
Sensory evaluation of food products.
Study and successful completion of the IEDHO Basic Food Hygiene examination.
Design and make assignment.

Textiles:
A range of Focused Practical Tasks and Product Analysis activities.

Manufacture of textiles products from 2D-3D.
Form and function for the realisation of the design process.
Design and make assignment.

Resistant Materials / Systems and Control:
A range of Focused Practical Tasks and Product Analysis activities in wood, metals, plastics, systems and control.
Health and safety practices and risk assessment in design and technology.
The Systems Approach to designing control systems.
Design and make assignment.

Notes

An introduction to the basic skills and knowledge in food, textiles, resistant materials / systems and control and their application at Key Stage 2 and 3.