

Liverpool John Moores University

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Title: MATERIALS IN DESIGN & TECHNOLOGY 2
Status: Definitive
Code: **5003PSDT** (103907)
Version Start Date: 01-08-2016

Owning School/Faculty: Education
Teaching School/Faculty: Education

Team	Leader
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Academic Level: FHEQ5 **Credit Value:** 24 **Total Delivered Hours:** 61

Total Learning Hours: 240 **Private Study:** 179

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	20
Tutorial	1
Workshop	39

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Exam	Ass 1		20	1
Portfolio	Ass 2		80	

Aims

To develop an understanding of design methods and processes in a range of

materials which can be employed by teachers to promote and develop innovation and creativity.

Learning Outcomes

After completing the module the student should be able to:

- 1 Successfully employ creative processes when responding to design assignments.
- 2 Use CAD/CAM and ICT skills for application within D&T.
- 3 Evaluate control systems and their use in the creative design process.
- 4 Evaluate textiles and their use in the creative design process.
- 5 Analyse the food product design process including the use of nutritional modeling.
- 6 Evaluate the Key Stage 3 Strategy for its potential to teach creativity in Design and Technology.

Learning Outcomes of Assessments

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

Food Examination	5	6					
Portfolio Work	1	2	3	4	5	6	

Outline Syllabus

Examination of the Key Stage 3 Strategy to promote innovation and creativity.

Systems and control technology.

Stages in the food product design process, nutrition and sensory analysis.

Extend applied techniques to include competency in embroidery, trapunto, quilting and applique.

Development of communication skills to engage purposefully in the design process.

Further development of skills in information and communication technologies.

Learning Activities

A series of practical demonstrations, workshops, support lectures and tutorials.

Notes

Within the context of Key stage 2/3, the module will extend students knowledge and practical application of a range of materials and control concepts through workshops, lectures and realisation of design assignments. The use of CAD/CAM and ICT within Design and Technology will be examined.