Support

Strive

Succeed

The Cornwall Independent School

DT Curriculum Overview – KS3 Textiles and Construction

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 7	**Fabric Bags** Making a fabric tote bag is a practical sewing project that introduces basic construction and design skills. It involves selecting suitable fabric, measuring and cutting pieces accurately, and assembling them to create a durable, reusable bag. The process helps develop skills such as fabric handling, stitching, and finishing techniques, while also encouraging creativity through choices of size, colour, and decoration. Fabric tote bags are popular because they are functional, environmentally friendly, and easily customised for different uses.		**Graphic Design** Basic graphic design introduces the fundamental principles used to create clear, effective visual communication. It focuses on understanding layout, colour, typography, imagery, and balance to convey messages visually. Learners develop skills in organising information, using design elements appropriately, and creating visuals for both digital and printed media. Basic graphic design encourages creativity while emphasising clarity, purpose, and audience awareness in visual work.		**Pugly Monsters** Making Pugly monsters is a creative design and craft activity that encourages imagination, experimentation, and expressive making. The project involves designing and constructing playful “ugly-cute” characters using a range of materials, colours, and textures. Learners develop skills such as cutting, joining, shaping, and decorating while exploring character design and personal creativity. Making pugly monsters has no fixed rules, which helps build confidence, problem-solving skills, and enjoyment in creative design and making.	
			Moving storybooks Moving storybooks are creative design and making projects that combine storytelling with simple mechanical movement. The activity involves designing pages that use paper mechanisms such as flaps, sliders, wheels, or levers to add movement and interaction to a story. Learners develop skills in planning, paper engineering, cutting and assembling mechanisms, and visual storytelling. Making moving storybooks encourages creativity, problem-solving, and		**Woodwork** Making a wooden bird feeder and simple wooden robot models is a hands-on design and technology project that introduces basic woodworking skills and creative construction. The activities involve measuring, marking, cutting, and joining wood safely to create both a functional outdoor product and imaginative models. These projects encourage creativity, environmental awareness, and an understanding of how simple wooden	

		an understanding of how simple mechanical systems can be used to enhance narratives and engage readers.	components can be assembled to create purposeful and decorative objects.

Year 8	**Aprons** Making a fabric apron is a practical sewing project that introduces core textile skills and garment construction techniques. It involves selecting suitable fabric, measuring and cutting pattern pieces, and assembling them to create a functional and protective garment. The process develops skills such as stitching, attaching ties or straps, and finishing edges neatly, while allowing for creativity through colour, pattern, and added features like pockets. Fabric aprons are useful, durable, and easily customised for different activities such as cooking, crafting, or gardening.	**Clocks** Making a clock is a practical design and technology project that introduces basic mechanical and construction skills. It involves planning a design, selecting appropriate materials, accurately measuring and assembling components, and fitting a simple clock mechanism so it functions correctly. The project helps develop skills such as problem-solving, precision, and safe tool use, while allowing creativity through the design of the clock face and structure. Making a clock combines functionality with design, resulting in a useful and decorative finished product.	**Desk Lamps** Making a desk lamp is a practical design and technology project that combines creativity with basic construction and electrical awareness. It involves designing a functional lamp, selecting suitable materials, and assembling components to create a stable structure that safely houses a light source. The project helps develop skills such as measuring, assembling, problem-solving, and understanding simple electrical components, while encouraging creative design choices for shape, style, and finish. Making a desk lamp results in a useful product that demonstrates both functional and aesthetic design thinking.
Year 9	**Fast Fashion** Looking at the clothing industry and conclude by making a pair of Pyjama Bottoms. This topic combines hands-on creativity with critical thinking about the fashion industry. Learners will design and sew their own pyjama bottoms, gaining practical skills in measuring, cutting, and stitching fabric. Alongside the sewing	**Pencil Boxes** Making a wooden pencil box is a rewarding woodworking project that blends creativity, precision, and practical craftsmanship. This topic explores the entire process — from selecting the right type of wood and measuring dimensions, to cutting, joining, sanding, and finishing. It covers essential woodworking techniques such as accurate marking, safe tool handling, and creating smooth, well-fitted joints. Beyond the	**6 R's of sustainability** Sweet Dispenser The 6 Rs of sustainability are Reduce, Reuse, Recycle, Refuse, Rethink, and Repair — a framework that helps individuals and businesses minimise waste and environmental impact. Pupils will make a gravity-fed sweet dispenser made from a reused glass jar/bottle, a recycled plywood base, and a simple wooden lever. The jar/bottle can be removed for

	process, they will explore the concept of fast fashion—its environmental impact, ethical concerns, and the importance of sustainable clothing choices. By making a garment themselves, participants will better appreciate the time, resources, and craftsmanship involved in clothing production, contrasting it with the mass-produced, low-cost items common in fast fashion. The project encourages both creativity and conscious consumerism, empowering learners to make informed choices about what they wear.	technical skills, the project encourages personal expression through design choices like decorative carvings, wood burning, or custom finishes. By the end, learners not only gain a functional, handcrafted pencil box but also develop a deeper appreciation for the artistry and patience involved in woodworking.	cleaning, the base can be sanded and refinished if worn, and all parts are recyclable or biodegradable. **Fimo Jewellery** FIMO jewellery making is a creative and versatile craft that transforms colourful polymer clay into wearable art. This topic explores the process of designing, shaping, and baking FIMO clay to create one-of-a-kind earrings, necklaces, bracelets, and charms. It covers essential techniques such as conditioning clay for smoothness, blending colours for marbled or gradient effects, and using moulds or hand-sculpting for intricate designs. You'll also learn how to add textures, embed decorative elements like beads or metallic leaf, and finish pieces with sanding, polishing, or glazing for a professional look. FIMO jewellery making offers endless possibilities for personal expression and handmade gifting.