Year 7 Design and Technology Graphic Products **Essential Knowledge Sheet**

Tools and Equipment

Cutting Mat- Self healing, Non slip cutting surface. Used to prevent work surfaces getting

damaged and scalpel blades becoming blunt.

Scalpel- A hardened steel blade used for cutting papers and boards. It can cut internal corners unilke scissors, however takes more skill.

Safety Ruler-This ruler has a raised edge for cutting along. This is for safety as it helps to prevent to sharp blabe slipping and cutting the user.

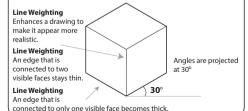
Scissors- A cost effective and widely available cutting method. Products and protoypes can be quickly cut and tested.

Pencil- The pencil is probably the most commonly used drawing tool. The B range indicates blackness, the H range indicates hardness.

	Name	Properties	Description	Applications	Advantages	Disadvantages
	Copier paper	80 GSM Thin. Lightweight. Inexpensive.	Bright white paper. Smooth bleached uncoated surface.	Writing. Sketching and drawing. Office and admin work. Photocopying	Takes colour well (highly printable) Good surface for pencils, pens and markers Available in a range of colours.	•Can be prone to jamming printers
	Cartridge paper	120-150 GSM Creamy white Smooth but has a slightly textured surface.	Completely opaque (no light passes through) Accepts most drawing media - paints, as well as pens and pencil.	Painting Mixed-media design and art work.	Can be used with water colours without buckling (waviness caused by water)	More expenisve than copier paper.
	Tracing paper	60-90 GSM • Strong • Translucent	Smooth surface texture.	Making copies Overlays	Translucency allows underneath image to be seen for copying.	Has low absorbancy- this means ink can smudge easily More expensive than copier paper.
	Solid white board	Rigid board Excellent printing surface Smooth texture.	Made from pure, bleached wood pulp. Bright white colour conveys quality.	•Book covers •Food packaging.	Strong. Rigid. Accepts ink w ell.	Can be expensive compared to other boards

Isometric Drawing

Isometric projections are commonly used by engineers in technical drawings and illustrations and sometimes by architects. Early video games such as SimCity used isometric projection.



Adhesives- Glue Stick- A guick method of bonding papers and boards. They are easy to apply, however they are not as strong as other glues, meaning edges can lift over time. Longer setting time means that materials can be moved before they are dry.

Double sided tape- Tapes keep the surface of the materials dry, this prevents any warping. Instant adhesion speeds up the time taken to assemble a model or product. No setting time means that care and attention is needed when assembling. There is also no risk of spilling the adhesive tape.

Properties of Papers and Boards

Nexibility

The amount a material bends when a force is applied. If a paper doesn't flex it will jam printer mechanisms.

Printability

The ability to accept to ink onto its surface. If a paper is too absorbant, the printed image will not appear crisp, it will look blurred and blotchy.

The ability to be completely broken down by bacteria. Adding plastic to **Biodegradability** paper means that it is no longer biodegradable.

Health & Safety

Design & Technology involves a lot of practical work, some of which involves significant risks. Therefore, it is vital to implement safe working practices to ensure a positive health and safety culture

Safety in the Workshop

Rooms must be clean, tidy and in a safe condition.

Clothing and Protective Equipment

Ensure you have no loose clothing; tie back long hair; remove loose jewellery; and tuck in ties and apron strings.

Dust: Wear a face mask and safety goggles. Ensure there is adequate extraction.

Machine Tools

Do not use machine tools without permission or training. It is important to understand:

- . The design of the machine and the names of the main parts
- · How to set up the machine and use guards, running speeds and cutter settings
- . How to use the machine safely (learn where the emergency stop button is located.)

Keep machines and guards clean and in good condition, and never touch moving parts. If a machine has a dust extractor, ensure it is running when in use.

Hand Tools

Perform practical work standing up and ensure materials are held securely in place using the appropriate holding device, usually a vice or a clamp. Use the correct tools and technique for the job and materials used.



Timbers: Properties

Timbers, Metals & Polymers: **Shaping & Forming**

can be shaped and formed through cutting, abrasion and addition using a variety of tools.

Wood, metals and polymers can be cut to size with a variety of tools.

Rip Saw / Cross-Cut Saw

Rip saws are used to cut parallel to the grain, whereas cross-cut saws are used to cut against the grain

Used to cut wood

Hacksaw

Has a hard, high-carbon steel blade so it can cut through metal; also available in a junior size for smaller cuts

Used to cut metal and plastic

Tenon Saw

Cuts accurate straight lines in small pieces of wood and provides a smooth cut

Used to cut wood

Coping Saw

Can cut intricate curves in thin materials but is difficult to control; has a blade that can snap easily

Used to cut wood and plastic

When cutting materials, follow the steps outlined below.



Make a mark in the material you want to cut by dragging the saw backwards a few times; this will provide you with a guide to start sawing.

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Use the full length of the blade when sawing, and don't press down too hard. Let the blade do the work!



When coming to the end of the cut, support the end piece to stop it from falling off and spoiling the cut.

Chisellina

Chisels are used to cut or shape wood (special types are also used to cut or shape stone and metal). They are long-bladed, bevel-edged hand tools that are struck with a hammer or mallet to remove material. Chiselling involves forcing the blade into the target material to carve or cut it.

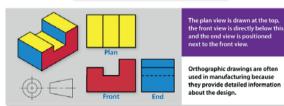


Metals: Properties

Working Drawings (Orthographic Projection)

Orthographic projection is used to depict 3D objects as a set of 2D drawings. It shows the front view, plan view and end view drawn to scale, and measurements are given in millimetres.

A third angle orthographic projection is shown below.



Orthographic Drawing Conventions 60 Key Outlines Projection/ For clarity, lines and construction lines dimensions must conform 32 Centre lines to British Standards. Hidden details Dimension lines ◆

Planing, Sanding & Filing

Materials can be shaped through planing, filing and sanding.

Planing is used to shape and smooth material (usually wood). It involves shaving off thin layers of the material until the desired shape and feel are achieved.



Sandino

Sanding involves rubbing an abrasive paper against the surface of the material to shape and smooth it. It can be performed by hand or using machines.



Different versions, such as wet and dry paper, are also available for different materials. This type of sandpaper is ideal for removing paint from painted metal and wood.

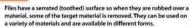


This is a powerful machine used to smooth wood, metals and plastics more quickly and effectively than hand sanding. It contains a motor that drives a pair of drums on which a belt of abrasive paper is held.

Disc Sander

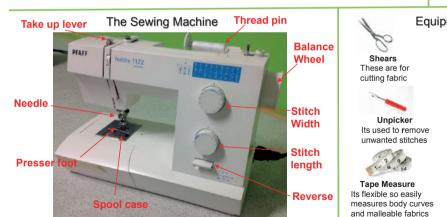


This is a machine that has a powered disc of abrasive paper that is spun at high speed. It smooths surfaces and removes old finishes (e.g. paint) when wood, metals or plastics are pressed up against it.











It holds the thread under

the sewing machine



French Knot Stitch

Y7 Design Technology:Textiles Essential Knowledge Organiser



Preparing To Sew



Cut your thread (the length of your arm). Tie a large knot at one end and thread the other end through the eye of the needle.

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Make a small stitch in the fabric (on the back).





As you pull the thread through you will create a loop. Place your needle through the loop creating a stitch.



Pull the thread to create a small knot. Repeat these steps once more to create a secure knot.





Bring your needle through the back of the fabric and through the centre of the sequin.



Make stitch down one side of the sequin and come up again at the other side of the sequin.



Now stitch back down through the centre of the sequin.

Securing Sequins With Beads



Bring your needle through the back of the fabric and through the centre of the seguin and the bead.



Move the bead to the side and stitch back through the sequin hole. Pull the thread through and the bead will sit on top of the sequin and hold in place!





Hand Applique





Next make a stitch over the raw edge of the fabric onto your base fabric and pull the thread through. Repeat this step around your applique. Knot off to secure.



For a high quality finish keep stitches even in length and distance apart.







Attaching Buttons

Hold the button in place by hand and stitch up and down through the holes ensuring your thread is taught and the button is secure. You can create different patterns on a 4 hole button. Knot off to secure.