

## **CURRICULUM OVERVIEW**

## SUBJECT: Design & Technology

	AUTUMN 1		AUT	UMN 2	SPRI	NG 1	SPRI	NG 2	SUMMER 1		SUMMER 2	
	CONTENT	SKILLS	CONTENT	SKILLS	CONTENT	SKILLS	CONTENT	SKILLS	CONTENT	SKILLS	CONTENT	SKILLS
YEAR 11		SKILLS  Explore Create – Design thinking Design Communication  Introducing controlled		SKILLS  Create - Design communication  Create - Final prototype  Consider how the cost and availability of materials can affect the viability of a design.  Calculate the quantities, cost		-						
	(2 lessons / 5 per 2 weeks)	movement to products: Motion Forces Using mechanical devices to change the direction of motion – cams, gears.  Explaining the effect of forces of movement: Load Effort Fulcrum  Providing functionality to products with: Sensors Switches LED,s Programmable components	MOCK EXAMINATION  SECTION A - CORE  SECTION B - IN DEPTH	and sizes of materials required to design a product.	(2 Lessons / 5 per 2 weeks)		MOCK EXAMINATION  SECTION A - CORE  SECTION B - IN DEPTH					



YEAR	CREATE		EXPLORE		EXPLORE		EXPLORE		TECHNICAL			
10					& EVALUATE				PRINCIPLES			
	Design Thinking & Communication	Freehand sketching 3D sketching - Isometric drawing; Orthographic drawing Exploded drawings Mathematical Modelling Flow charts Annotation Rendering	Identifying requirements	Exploring contexts Identifying primary users and wider stakeholder requirements Identify opportunities and constraints that influence design (SCME) Analysing anthropometric data Ergonomic considerations	EVALUATE  Learning from existing products and practice	Critiquing existing designs & products Disassembly Analysing trends and styles Life cycle assessment Investing the impact of the environment	Implications of wider issues	Exploring the wider impacts of new and emerging technologies when developing design solutions. Analysing and selecting appropriate sources of renewable and no renewable sources of energy.	Material considerations	Recognising and understanding that products are made from multiple materials:  Papers & boards Timbers Metals Polymers Textiles & fabrics		
		Individual chocolate box		Phone holder		Acrylic Clock in the style of a design era.		Textile product???		Key / Bag Charms		
		MSA				MSA		MOCK EXAMINATION  SECTION A TECHNICAL		<u>MSA</u>		
								PRINCIPLES				
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YEAR 9	CREATE		EXPLORE		EXPLORE &		EXPLORE		TECHNICAL PRINCIPLES		TECHNICAL PRINCIPLES	
	Design Thinking	Freehand	Identifying	Exploring	EVALUATE	Critiquing	Implications of	Exploring the	Material	Recognising and	Material	Awareness of
	&	sketching	requirements	contexts	La amala 6	existing designs	wider issues	wider impacts	considerations	understanding	considerations	developments
	Communication	3D sketching – Isometric		Identifying primary users	Learning from existing	& products Disassembly		of new and emerging		that products are made from		in: Modern &
		drawing; Orthographic		and wider stakeholder	products and practice	Analysing trends and		technologies when		multiple materials:		smart materials Composite
		drawing		requirements	1-1001100	styles		developing			SUMMER EXAM SECTION A	materials Technical
		Exploded drawings		Identify opportunities and constraints		Life cycle assessment		design solutions.		Papers & boards Timbers Metals	SECTION A	textiles
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		Mathematical Modelling Flow charts Annotation Rendering		that influence design (SCME) Analysing anthropometric data Ergonomic considerations		Investing the impact of the environment		Analysing and selecting appropriate sources of renewable and no renewable sources of energy.		Polymers Textiles & fabrics	CORE / TECHNICAL PRINCIPLES		
		Individual chocolate box		Phone Holder		Acrylic Clock in the style of a design era.		Textile product???		Key / Bag Charms		Pocket rocket key ring torch	
		MSA		MSA		<u>MSA</u>		MSA		MSA		MSA	
YEAR 8	EXPLORE & EVALUATE  Pop up card	Freehand sketching 3D sketching - Isometric drawing; Orthographic drawing Annotation Rendering	CREATE  Final Prototype  Money, money, money	Safety & risk assessment in the workshop. Use of hand tools.  woodworking vice, tenon saw, coping saw, hegner saw, files, abrasive paper, measuring and marking out (pencil, steel rule, engineers square, compass Finishing techniques	EXPLORE & EVALUATE  DESIGN THINKING & COMMUNICATIO N  CREATE Final Prototype  Times Gone By	Orthographic drawings Manufacturing specifications Using 2D design to develop ideas Preparing the laser cutter	Diet & Health	Food skills and health & safety	Diet & Health	Food and nutrition	Diet & Health	Food and nutrition	



YEAR 7	CREATE	Freehand	CREATE	Use of CAD tools	EXPLORE	Upcycling The six	Food & Cooking	understanding	Food & Cooking	food skills and	Food & Cooking	healthy eating
		sketching		to develop and	&	'R's (recycle,		of ingredients		health and		
	Design Thinking &	3D sketching –	Design Thinking	model ideas	CREATE	reuse, rethink,		J		safety		
	Communication	Isometric		CAM - preparing		repair, reduce				Jaroty		
		drawing;		files for laser	Eco - Design	and refuse),						
		Orthographic		cutting		designing,						
		drawing	Final Prototype			planning,						
		Annotation			Ugly Dolls	selecting and						
		Rendering	Fruity Fobs			using tools,						
						equipment,						
						processes,						
						safe working,						
						presentation.						
						Hand stitching						
						Embellishing						
	Pop Up Card											
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