



Summary Curriculum Plan

DESIGN TECHNOLOGY

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
	Topics	Topics	Topics	Topics	Topics	Topics
Year 7	Taught on an 8-week carousel with Design & Technology, Art: Textiles and Critical Thinking. DT: KEYRING PROJECT Introduction to technical drawing skills, design specification, vacuum forming and basic workshop skills.					
Year 8	Taught on an 8-week carousel with Design & Technology, Art: Textiles and Critical Thinking. DT: DESIGNERS PROJECT Avoiding design fixation, design history (looking at 8 designers), Freehand sketching skills, modelling and prototype skills					
Year 9	Introduction to the workshop, Health & Safety, Using basic tools and equipment. Lamp project	Introduction to 2D Design CAD. Students to create a custom topper for their lamp. Pewter Casting Mould Design in Techsoft Design V3. Introduction to Autodesk Fusion 360	Introduction to materials (timbers and polymers) prototyping. New and Emerging Technologies theory. Practical workshop skills developing jewellery project. Laser cutting, pewter casting, shaping materials. Finishing techniques.	Theory: Scales of Production, environmental issues in design and manufacture, design strategies.	Systems approach to designing. Introduction to microcontroller with a focus practical task.	Modelling and prototyping design challenge.
Year 10	Designing & Making Principles- design skills, recap of new and emerging technologies	Mechanical Devices theory, forces and stresses & Practice NEA. CAD Fusion assignment- design and model an idea for a modern artistic storage/display unit.	Materials and properties, Specialist Principles- Papers and Boards & Practical sampling of materials and processes	Materials and properties: Common Core Materials Practice NEA- Lighting Project & Practical sampling of	Practice NEA- Lighting Project & specialist technical principles and designing and making principles theory	GCSE NEA- AO1: Identify, investigate and outline design possibilities to address needs and wants.

				materials and processes		
<i>Year 11</i>	GCSE NEA • Generating design ideas AO2: Design and make prototypes that are fit for purpose.	GCSE NEA • Developing design ideas AO2: Design and make prototypes that are fit for purpose.	GCSE NEA Realising design ideas. Analysing & evaluating. AO3: Analyse and evaluate: design decisions and outcomes, including for prototypes made by themselves and others wider issues in design and technology.	Revision of theory: Specialist Principles Papers and Boards and Designing and Making principles.	Revision of theory. Common Core	