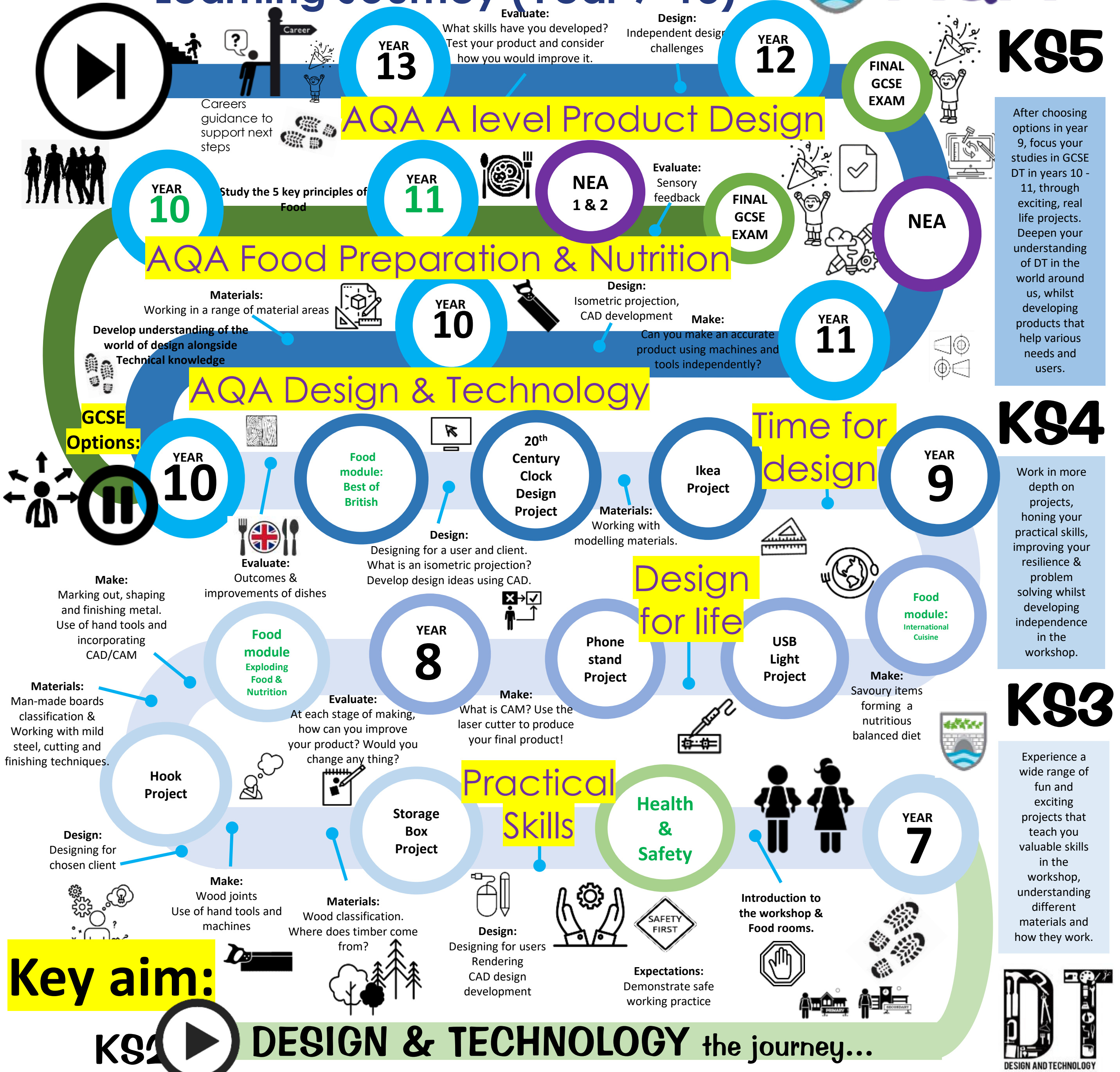
DESIGN & TECHNOLOGY CURRICULUM

Learning Journey (Year 7-13)



KS5

YEAR 13

Evaluate:
What skills have you developed?
Test your product and consider how you would improve it.

Design:
Independent design challenges

YEAR 12

FINAL GCSE EXAM

Careers guidance to support next steps

AQA A level Product Design

After choosing options in year 9, focus your studies in GCSE DT in years 10 - 11, through exciting, real life projects. Deepen your understanding of DT in the world around us, whilst developing products that help various needs and users.

YEAR 10

Study the 5 key principles of Food

YEAR 11

NEA 1 & 2

Evaluate:
Sensory feedback

FINAL GCSE EXAM

NEA

AQA Food Preparation & Nutrition

Materials:
Working in a range of material areas

Develop understanding of the world of design alongside Technical knowledge

YEAR 10

Design:
Isometric projection,
CAD development

Make:
Can you make an accurate product using machines and tools independently?

YEAR 11

AQA Design & Technology

KS4

GCSE Options:

YEAR 10

Food module: Best of British

Evaluate:
Outcomes & improvements of dishes

20th Century Clock Design Project

Design:
Designing for a user and client.
What is an isometric projection?
Develop design ideas using CAD.

Materials:
Working with modelling materials.

Ikea Project

Time for design

YEAR 9

Work in more depth on projects, honing your practical skills, improving your resilience & problem solving whilst developing independence in the workshop.

Food module: International Cuisine

Make:
Savoury items forming a nutritious balanced diet

KS3

Make:
Marking out, shaping and finishing metal.
Use of hand tools and incorporating CAD/CAM

Food module Exploding Food & Nutrition

Materials:
Man-made boards classification & Working with mild steel, cutting and finishing techniques.

Evaluate:
At each stage of making, how can you improve your product? Would you change any thing?

YEAR 8

Make:
What is CAM? Use the laser cutter to produce your final product!

Phone stand Project

Design for life

USB Light Project

Experience a wide range of fun and exciting projects that teach you valuable skills in the workshop, understanding different materials and how they work.

Hook Project

Design:
Designing for chosen client

Make:
Wood joints
Use of hand tools and machines

Storage Box Project

Materials:
Wood classification.
Where does timber come from?

Practical Skills

Design:
Designing for users
Rendering
CAD design development

Health & Safety

Expectations:
Demonstrate safe working practice

Introduction to the workshop & Food rooms.

YEAR 7

Key aim:

KS2

DESIGN & TECHNOLOGY the journey…

Design	Make	Evaluate	Technical Knowledge	Cooking & Nutrition
use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design	select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities	investigate and analyse a range of existing products evaluate their ideas and products against their own design criteria and consider the views of others to improve their work understand how key events and individuals in design and technology have helped shape the world	apply their understanding of how to strengthen, stiffen and reinforce more complex structures understand and use mechanical systems in their products understand and use electrical systems in their products apply their understanding of computing to program, monitor and control their products.	understand and apply the principles of a healthy and varied diet prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.