



Core content and specialist knowledge:
Revise and practice exam papers in preparation for your final exam in DT.

AO3: Evaluate & Test:
Gain feedback throughout your project, and test your final product – have you met your brief?

AO2: Generate & Develop Design Ideas:
Develop your sketches and communicate ideas. Developing them using modelling techniques.

AO1: Research & Investigation
Follow on from your summer task to further understand the context. Client interviews, product, site analysis and designer research.

AO1: Specification & Brief:
Clarify the needs and wants of the project writing your own brief & specification.

AO2: Realise Design Ideas:
Manufacture your product using skills and processes used throughout your DT journey.

Initial Concept Sketches:
What ideas do you have already? Can you visualize them?



Design:
Designing for children. How do we make a product fun, educational and safe?

Materials:
What materials will be appropriate for your product? What materials are sustainable?

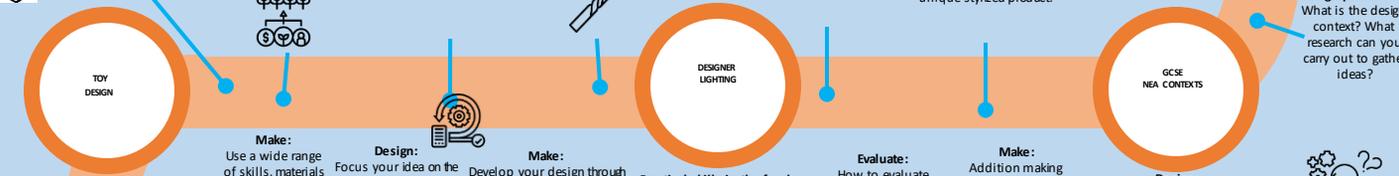
Testing / Modelling:
Use various testing and modelling methods to develop your product.

Make:
Use a wide range of tools and processes to produce your final product. You decide!

Design:
Reference key design movements to develop a stylish functional product.

Materials / Make:
Use materials you have not combined before such as concrete, acrylic and timber to develop a unique stylized product.

Investigate the design possibilities:
What is the design context? What research can you carry out to gather ideas?



Evaluate:
Is the outcome commercially viable?

Make:
Use a wide range of skills, materials and processes to develop your unique product.

Design:
Focus your idea on the work of famous designers, use architecture or product design as inspiration.

Make:
Develop your design through iterative processes and modelling, testing & evaluating before making a final product.

Practical skills in the food room continued:
Advanced food preparation and cooking techniques.

Evaluate:
How to evaluate final outcomes against a given criteria.

Make:
Addition making processes covering a range of resistant as well as modelling material using skills to develop high quality products.

Design:
Practicing Isometric Projection and rendering skills. Orthographic projection. Use of CAD and CAM.

Materials:
Working with hardwoods and specialist timbers. Working properties and recognizing materials. Advanced modelling materials.



Materials:
Timbers - hard woods and softwoods, why do we use them?

Design:
Isometric projection, CAD development.

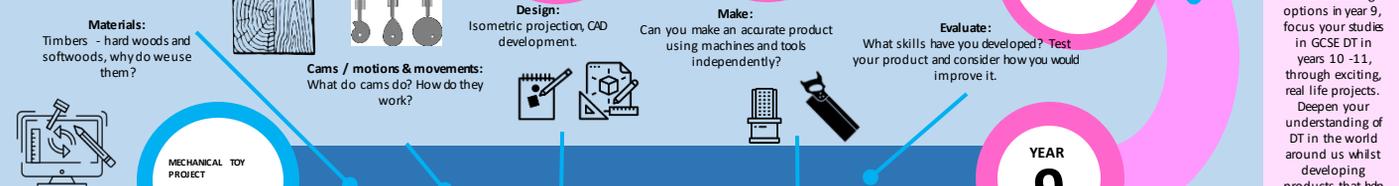
Cams / motions & movements:
What do cams do? How do they work?

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

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

YEAR 9

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. Food options at KS4 are also available.



Practical skills in the food room:
Food preparation and cooking techniques.

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

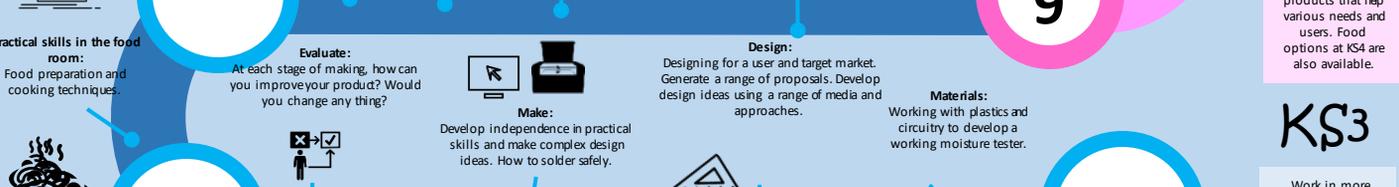
Make:
Develop independence in practical skills and make complex design ideas. How to solder safely.

Design:
Designing for a user and target market. Generate a range of proposals. Develop design ideas using a range of media and approaches.

Materials:
Working with plastics and circuitry to develop a working moisture tester.

YEAR 8

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



FOOD PRACTICALS

Make:
Vacuum forming process
Chocolate making practical and tasting session.

Evaluate:
Have you met the requirements of your design brief and specification?

Materials:
Wood classification. Where does timber come from?

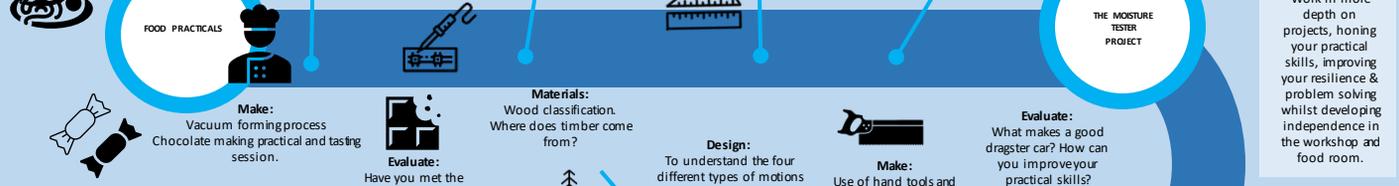
Design:
To understand the four different types of motions and aerodynamics.

Make:
Use of hand tools and machinery such as the pillar drill.

Evaluate:
What makes a good dragster car? How can you improve your practical skills?

YEAR 7

Experience a wide range of fun and exciting projects that teach you valuable skills in the workshop/food room. Understanding different materials and how they work.



Design:
Designing with restrictions
Orthographic Projection & Rendering design proposals.

Materials:
Polymers Classification. What is a polymer? Where does chocolate come from?

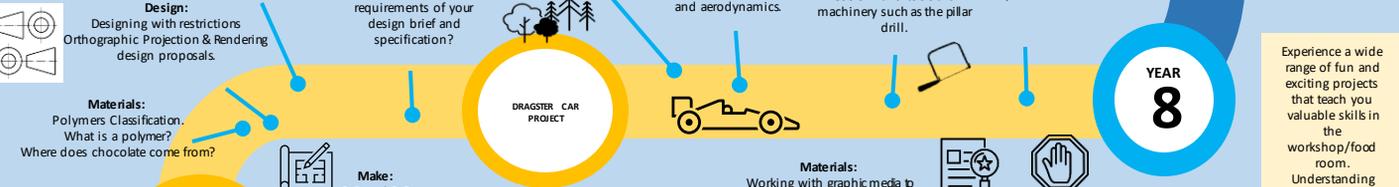
Make:
2-D and 3-D representations. 2-D nets. 3-D models.

Design:
Designing for users and populations. Rendering. CAD and freehand design development.

Materials:
Working with graphic media to produce 2-D and 3-D representations.

Baseline Assessment:
What do you already know about DT?

Introduction to the workshop:
Health and Safety.



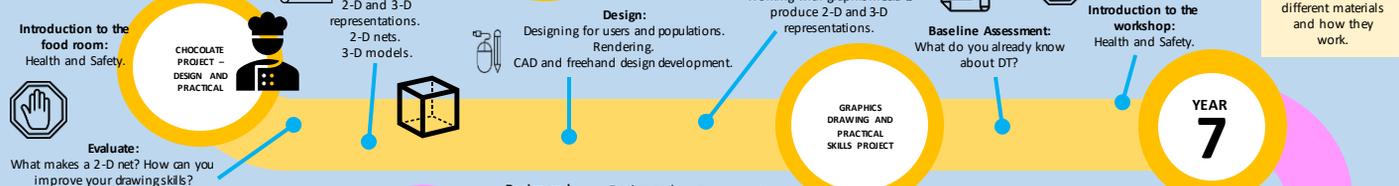
Introduction to the food room:
Health and Safety.

CHOCOLATE PROJECT - DESIGN AND PRACTICAL

DRAGSTER CAR PROJECT

GRAPHICS DRAWING AND PRACTICAL SKILLS PROJECT

THE MOISTURE TESTER PROJECT



Design and Technology 1:
Build a board game using electrical circuits

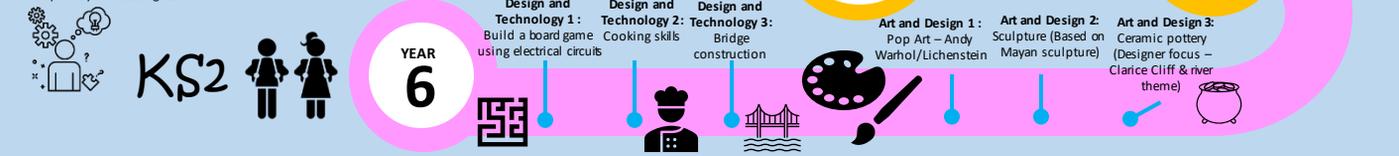
Design and Technology 2:
Cooking skills

Design and Technology 3:
Bridge construction

Art and Design 1:
Pop Art – Andy Warhol/Lichtenstein

Art and Design 2:
Sculpture (Based on Mayan sculpture)

Art and Design 3:
Ceramic pottery (Designer focus – Clarice Cliff & river theme)



KS2

YEAR 6

KS4

KS3

KS4

KS4

KS4

KS4

KS4