

Curriculum Overview for Year 7 in Design and Technology

Year 7 Assessment point 1: Baseline Testing

Design challenge and knowledge check.

Year 7 Assessment point 2: Practical assessed piece - Coping Saw Driving Licence

What a coping saw is. The names of the parts of the coping saw. How to use a coping saw to cut thin sheet materials

Year 7 Assessment point 3: End of Unit assessment will test students knowledge of tools and equipment and safety in a workshop environment

Year 7 Assessment point 4: Practical assessed piece - Drawing a perspective street.

Year 7 Assessment point 5: Practical assessed piece - Block Bot Project

Students are assessed on the whole design process for their block bot (3D drawing skills, the correct use of tools, safety in the workshop, accuracy of final product v design idea)

Year 7 Assessment point 6: End of year assessment will test students' knowledge in all areas of work in year 7.

The table below details the skills and knowledge students will be covering each half term in this subject area. Time frames for when students will complete their interim and masters assessments have also been given. Both assessments will aim to assess the knowledge and skills a student has covered up to that point in their education, this also includes the curriculum covered in previous year/s.

Half Term	5th September - 21st October	31st October - 16th December	3rd January - 10th February	20th February - 31st March	17th April - 26th May	5th June - 25th July
	1	2	3	4	5	6
Knowledge and skills which will be covered this year	Workshop Licence/Mini Projects Pupils will learn the basics of workshop practice including health and safety, the use of tools and techniques for accurate measuring and marking. Students will then create a series of small items putting their freshly learned skills into		Drawing and Presentation Skills Pupils will use a booklet of design tasks to help them develop and refine their skills in drawing and presenting design ideas as well as understanding the work of others. The booklet enables Pupils to work in an organised		Block Bots Pupils will use what they learned earlier in the year to design and make wooden Block Bots. Pupils will then further develop their workshop skills and knowledge in producing a practical outcome from waste	



	practice.	way, alongside developing skills.	materials. Pupils will understand the classification of the materials they are using in each stage of their project. Pupils will learn to understand the needs, wants, values, interests & preferences of their target audience to inform their designs.
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Curriculum Overview for Year 8 in Design and Technology

Year 8 Assessment point 1: Tinkercad Assessment

Design challenge and knowledge check.

Year 8 Assessment point 2: 2D Design Assessment

Design challenge and knowledge check.

Year 8 Assessment point 3: End of Unit assessment will test students knowledge of tools and machinery used, plus equipment and safety in a workshop environment

Year 8 Assessment point 4: Practical assessed piece - Students to complete a skills based challenge.

Year 8 Assessment point 5: Practical assessed piece - Product in a Tin

Students are assessed on the whole design process for their Product (3D drawing skills, the correct use of tools, safety in the workshop, accuracy of final product v design idea)

Year 8 Assessment point 6: End of year assessment will test students' knowledge in all areas of work in year 8.

The table below details the skills and knowledge students will be covering each half term in this subject area. Time frames for when students will complete their interim and masters assessments have also been given. Both assessments will aim to assess the knowledge and skills a student has covered up to that point in their education, this also includes the curriculum covered in previous year/s.

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<p>Knowledge and skills which will be covered this year</p>	<p>CAD/CAM In this project pupils will move away from the use of materials and use 3D modelling software to create their designs. They will develop their understanding of designing and modelling by improving their ICT skills. They will use computers as an integral part of designing. The main aim of this project is to develop pupils' understanding of designing in a virtual reality. Pupils will learn to use 2D Design software to model a range of different products.</p>	<p>Advanced Skills Students work as product designers to learn to use easy-to-form and easily accessible materials, eg balsa wood, salt dough, polymorph and cardboard, to create cheap models quickly and cheaply. This helps students to develop an understanding of an idea, design, object, shape or concept in 3D. Students then learn advanced workshop skills such as: Vacuum Forming - positive and negative Pewter Casting Exploring non familiar materials such as cement. Bending wood on a miniature scale with jigs and clamps</p>	<p>Live Competition Pupils to focus on the United Nations 17 Global Goals for Sustainable Development. and design a product can be entered for a particular user and have a purpose/function. Their product has to fit very specific requirements and a strict size limitation. Pupils will enter a national DT competition: 'Product in a Tin'. (see http://www.julieboyd.co.uk/competition/resources.html)</p>
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Curriculum Overview for Year 9 in Design and Technology

Year 9 Assessment point 1: Group Work Assessment.

Students will be assessed as a group on how well they worked on the Design Ventura Challenge.

Year 9 Assessment point 2: Practical assessed piece - Students final outcome (clock)

Year 9 Assessment point 3: End of Unit assessment will test students knowledge of tools and machinery used, plus equipment and safety in a workshop environment

Year 9 Assessment point 4: Practical assessed piece - Students to complete a skills based challenge.

Year 9 Assessment point 5: Practical assessed piece - Design Movement Clock
 Students are assessed on the whole design process for their Product (3D drawing skills, the correct use of tools, safety in the workshop, accuracy of final product v design idea)

Year 9 Assessment point 6: End of year assessment will test students' knowledge in all areas of work in year 9.

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Knowledge and skills which will be covered this year	<p>Design Ventura</p> <p>Students are challenged to design a new product for the Design Museum Shop with the winning product manufactured and sold at the shop. The programme offers students a chance to develop design thinking, creative and business skills.</p>	<p>Clock Design (based on Design Movements)</p> <p>Students study the full design process and how it will be used to guide them to design and create a clock using a variety of materials.</p> <p>Students are introduced to the concept of Design Movements. Students discuss their influences and how they could influence future design work in this project. Students discuss styles of Movements.</p>	<p>2022 Adaptation</p> <p>Students in year 9 to carry out the advanced skills unit - covid catch up</p> <p>Students then learn advanced workshop skills such as: Vacuum Forming - positive and negative Pewter Casting Exploring non familiar materials such as cement. Bending wood on a miniature scale with jigs and clamps</p>	<p>Who? what? why? where? when? (Providing flexibility, choice and interpretation)</p> <p>Real life contexts: Locally, nationally and globally.</p> <p>Using the UN's 17 Global Goals for sustainable development as a starting point for looking at real life contexts and their associated issues.</p>		

Curriculum Overview for Year 10 in Design and Technology

Year 10 Assessment point 1: Autumn 2 assessment to be combined with practical grade from ongoing mini project

Year 10 Assessment point 2: Practical grades from Mini NEA up to assessment point

Year 10 Assessment point 3: information about the data that is provided on reports to parents following the assessments

Date of Interim Assessment: dates of assessment week

Date of Masters Assessment: date of assessment week

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Exam board & course code	Unit 3 Materials and their working properties	Unit 4 Common specialist technical principles	Unit 6 Designing principles	Unit 7 Making principles	New and Emerging Technologies	Start of NEA Coursework
Knowledge and skills which will be covered this year						

Curriculum Overview for Year 11 in Design and Technology

Year 11 Assessment point 1: NEA Coursework
Year 11 Assessment point 2: Written assessment - Short Exam questions
Year 11 Assessment point 3: Written assessment - Longer Exam Questions
Year 11 Assessment point 4: Written assessment - Revision.

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Exam board & course code Knowledge and skills which will be covered this year	Continuation of NEA Coursework Revision Unit 6 Designing principles	Continuation of NEA Coursework	Continuation of NEA Coursework Revision Unit 7 Making principles	Revision Unit 3 Materials and their working properties Unit 4 Common specialist technical principles	Revision New and Emerging Technologies	Final Revision