



Lower Line (Y7-9)

| | Year 7 | Year 8 | Year 9 |
|------------|---|--|--|
| Rotation 1 | <p>Cereal Bar Design</p> <ul style="list-style-type: none"> Learning about the Eatwell guide and the importance of a healthy diet. Learning what a Design Brief and Specification is. Learning the importance of creating a variety of design ideas to be able to properly explore different potential designs before choosing a final design. Learning how to use line, colour and detail to create graphic design work. Learning how to create a drawing using one-point perspective. Learning how to render an image to make it look like realistic materials. Learning how to develop initial designs into a successful final design. | <p>Shaky Hand Game</p> <ul style="list-style-type: none"> Revising learning about health and safety and the need to follow rules in the workshop. Learning about circuits and electronics and how they are created and used. Learning how to use the strip bender safely and with some accuracy. Revising how to render an image to make it look like realistic materials. Revising how to evaluate a product and identify where it could be further developed and improved. | <p>Passive Amp</p> <ul style="list-style-type: none"> Further revising learning about health and safety in the workshop. Learning about woods and timbers and their uses and how to join them. Revising how to use basic marking out tools to accurately mark out my wood for cutting. Revising learning of the iterative design process and understand how it can help to successfully develop ideas. Learning how to draw using isometric projection with accurate rendering to make a realistic 3D design. Revising how to evaluate a product and identify where it could be further developed and improved. |
| Rotation 2 | <p>Book Ends</p> <ul style="list-style-type: none"> Learning about health and safety and the need to follow rules in the workshop. Learning about wood and timbers and their uses and properties. Learning how to use basic marking out tools. Learning new techniques in the workshop involving a range of hand tools, including Tenon and Coping Saws. Learning about the iterative design process and understand how it can help to successfully develop ideas. | <p>Maze Game</p> <ul style="list-style-type: none"> Revising learning about health and safety in the workshop. Learning what Polymers are and how they are created and used. Learning how vacuum forming works and how to vacuum form a piece of plastic. Revising how to create a drawing using one point perspective and rendering an image to make it look like realistic materials. | <p>Key Ring</p> <ul style="list-style-type: none"> Further revising learning about health and safety in the workshop. Learning about CAD, CAM and CIM and their use in manufacturing. Revising how to use basic marking out tools to accurately mark out my wood for cutting. Revising learning of the iterative design process and understand how it can help to successfully develop ideas. Learning how to use CAD to create designs using isometric projection with |



Design Technology Curriculum Overview

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|--|---|--|--|
| | <ul style="list-style-type: none"> Learning how to evaluate a product and identify where it could be further developed and improved. | <ul style="list-style-type: none"> Revising how to evaluate a product and identify where it could be further developed and improved. Understand how components work together based on the characteristics of the various materials used. | <ul style="list-style-type: none"> accurate rendering to make a realistic 3D design. Revising how to evaluate a product and identify where it could be further developed and improved. |

Higher Line (Y10-11)

| | Year 10 | Year 11 |
|-------------|---|--------------------------------|
| Half Term 1 | Film Award Trophy <ul style="list-style-type: none"> Revising what a Design Brief is and learning how to write a Specification in relation. Revising the importance of creating a variety of design ideas to be able to properly explore different potential designs before choosing a final design. Extending learning of the iterative design process and understand how it can help to successfully develop ideas. Revising how to draw using isometric projection with accurate rendering to make a realistic 3D final design. | Non-Examined Assessment |
| Half Term 2 | Film Award Trophy Continued... <ul style="list-style-type: none"> Revising learning about health and safety in the workshop. Learning about Mechanisms (Cams, Levers, Gears and Pulleys). Revising learning about woods and timbers and their uses and how to join them. Revising how to use basic marking out tools to accurately mark out my wood for cutting. Learning how to create a plan of manufacturing. Revising how to evaluate a product and identify where it could be further developed and improved. | Non-Examined Assessment |



Design Technology Curriculum Overview

| | Year 10 | Year 11 |
|-----------------|---|-------------------------|
| Half Term Three | Key Ring Casting | |
| Half Term 4 | Desk Tidy <ul style="list-style-type: none">• Extending learning about Polymers and how they are created and used.• Revising learning about how to use the strip bender safely and with some accuracy.• Learning how to use CAD to create designs. | Exam Preparation |
| Half Term 5 | CAD Design | |
| Half Term 6 | Non-Examined Assessment | |