## Curriculum aims

### Key Stage 3

The KS3 DT curriculum aims to give all students a quality understanding of the research, design and making processes using traditional and modern techniques. We aim to develop students’ interest, confidence and understanding through:

- **Explore Create Evaluate**
- **Design Test Refine**
- **Communication** - To be able to communicate ideas verbally, in written and visual form
- **Knowledge** - To develop and extend design and make skills and processes, material knowledge and appropriate application

### Designing
- To be able to use a variety of design processes; working to contexts, user needs and wants
- Using sources to develop creative outcomes, analysing the work of others, problem solving, present their work clearly and accurately.
- Practical - be able to safely perform a range of skills with an element of precision, accuracy and control.
- Using the correct tools and equipment safely and accurately
- Evaluation - To be able to evaluate the work throughout the process; recognise strengths and weaknesses and suggest ways to improve.

## Curriculum Delivery KS3

Students in Design technology are taught in rotation. They have four 60 minute lessons a fortnight in year 7, 8, and 9.

Typically, each design and make activity will comprise of around 12 weeks of teaching.

Students will complete project assessments at the end of each topic which identify key knowledge and skills that have been learned.

Opportunities are given to gain confidence and skills in a workshop environment. Students create and present work of their own and respond to set briefs with their solutions.

Students are encouraged to be independent and resilient when faced with a problem. They must act responsibly in a safe manner at all times. Health and safety is taken very seriously.

## Curriculum Content

### Year 7

**Out of the box Project**

**Explore**
- Students will research existing products/consumers/clients.
- Develop design and making skills through practical tasks.
- Discover what a Design brief and specification are and do.
- They will be introduced to a range of technical drawing techniques - orthographic, isometric and perspective.
- Students will use and learn about timber materials; softwoods/hardwoods.

**Create**
- They will be introduced to basic hand skills - marking/measuring out, cutting joints, and assembling and finishing products.
- Students will be introduced to the work of Dieter Rams and how his work has influenced contemporary thinking.

**Evaluate**
- They will understand how to critically evaluate their own and others work to develop outcomes through the iterative design process.
## Curriculum Aims

### Year 8

Students in Year 8 will continue to develop their competency and confidence through further exposure to design and making processes and techniques. They will apply taught techniques when interpreting and responding to set briefs. They will investigate realistic scenarios and analyse problems, providing potential solutions that draw upon research and knowledge.

### Curriculum Content

#### Year 8

**Students continue to have 4 lessons a fortnight in year 8. These will comprise of around 12 weeks of teaching.**

<table>
<thead>
<tr>
<th>Project 2</th>
<th>Art Inspired by Music</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Pop Art Pewter</strong></td>
<td><strong>Automata</strong></td>
</tr>
<tr>
<td><strong>Explore</strong></td>
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<tr>
<td>Students research Pop Art. They investigate existing products and relevant consumers/clients. They will continue to develop their design and making skills, learning how to combine colour and tone to create 3D designs. Students will write Design briefs and specifications that meet the user’s needs. They will continue to use technical drawing techniques such as orthographic, isometric and perspective drawing. Links to Artists/designers from the 20th Century will influence designs and outcomes.</td>
<td>Students continue with Research, design and making skills, exploring existing products/consumers/clients. Further development of and justification for content within design briefs and detailed specifications based on research. Drawing techniques will be expanded to include exploded diagrams and more complex orthographic, isometric, and perspective drawings.</td>
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<td><strong>Create</strong></td>
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<td>They will use a range of materials such as Pewter, acrylic, and pine. CAD and CAM will be incorporated into project work, where appropriate. Students will use metal, learning about ferrous/non-ferrous, metals, marking/measuring out materials, forming moulds and using the casting process. They will learn how to engrave for decoration and then finish to a high standard using abrasives and polish. Presentation of work will be important and students will learn how to combine materials to best present their outcomes.</td>
<td>Students will use of a range of materials-MDF and acrylic, and incorporate CAD/CAM to develop outcomes (use of 2D design, TinkerCad) The importance of sustainability will identify the 6r’s and the use of upcycling.</td>
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<tr>
<td><strong>Evaluate</strong></td>
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</tr>
<tr>
<td>Evaluation throughout projects will inform design decisions, students will be encouraged to assess their own decisions throughout their learning journey.</td>
<td>Evaluation and reflection throughout will help embed an iterative approach.</td>
</tr>
</tbody>
</table>

**During Year 9 students will continue to build upon skills and processes they have learnt and apply them to higher level tasks that incorporate further challenge. Our aim is to enable students to work with further independence, making design choices that relate to real world demands with relevant contextual challenges.**

### Curriculum Aims

#### Year 9

**Students continue to have 4 lessons a fortnight in year 8. These will comprise of around 12 weeks of teaching.**

<table>
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<tr>
<th>Project 3</th>
<th>Fantasy Heads - Insect Study</th>
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**Continued links to designers will be explored through research as well as the introduction of Mechanisms (linkages, cams, followers- reverse motion) and motion (Reciprocal, rotary, linear) will be essential as well as introducing Maths and science through ratios and proportion. Appropriate finishing techniques and presentation.**

**Evaluation**

Evaluation and reflection throughout will help embed an iterative approach.
## Curriculum Aims KS4

The KS4 curriculum provides students with an opportunity to build on their KS3 DT experience. There will be a focus on the iterative design process where students will undertake practical tasks designed to provide an experience of different materials and processes. More in depth project tasks are studied to support the specialist technical principles and designing and making principles.

We aim to offer a broad Design and Technology Curriculum that inspires all students to become better designers and makers. We teach students to be better problem solvers.

## Curriculum Delivery KS4

**Students will have 5 lessons of Design Technology/Construction a fortnight.**

**Btec**

Lessons are taught in an applied manner and assessment is ongoing for all Units apart from Unit 1 which is an externally set exam.

Students will be entered for the exam at the end of Year 10.

Students do have the option to resubmit/retake units if appropriate

## Curriculum Content Year 10

**AQA GCSE Design Technology**

Explore – Create - Evaluate will underpin projects. It will be used to help students design and develop outcomes in suitable materials that meet user’s needs, solve contextual, real life issues and take into consideration the environment and our impact on it.

The course consists of three key elements:

- Core technical principles
- Specialist technical principles
- Designing and making principles

**BTEC Construction and the built environment**

Consists of 3 mandatory units covering;

- Unit 1: Construction Technology
- Unit 2: Construction & Design
- Unit 3: Scientific & Mathematical Applications

One optional unit is taken;

- Unit 6 Exploring Carpentry and Joinery techniques

Students will initially be introduced to practical woodworking skills that develop their craft and understanding of a range of joining methods for different purposes.

Alongside the practical work students will be introduced to construction technology. This will inform students on current safe practice, materials and structures, relevant to the industry. This will prepare them for the externally set examination.

## Curriculum Content Year 11

**GCSE Design and Technology.**

The **Exam** accounts for 50% of the final marks. The exams assess a student’s ability and knowledge of core technical principles, specialist knowledge and design and making understanding. These areas will be fully taught and revised in sessions between the coursework deadline and the exams.

**AQA GCSE Design Technology**

Previously known as coursework, is 50% of the final grade. Marks are given for researching, developing designs and making a final prototype. Work is presented in a portfolio documenting each stage of the design process and must show iteration. This will be based on a ‘contextual challenge’ that is set by the exam board at the end of year 10. NEA style supporting activities will be studied throughout the course to help students thoroughly prepare for the main NEA task.