

# Springwood High School Fashion & Design and Technology Curriculum Plan

## Our Vision:

Prepare students for the GCSE AQA NEA/Options in Key Stage Four. Develop basic skills and theory subject knowledge in KS3. Develop the skills required for when students leave the school so that they can competently complete basic jobs at home.

Exam boards: KS4 – AQA, KS5 – BTEC Fashion

## Brief overview of topics, themes, skills or key questions for each term:

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
7	<p><b><u>Graphics/Smart Materials: Battery Tester Project. 15 lessons</u></b>            Develop basic design/drawing skills (cross over with Art). Introduce terminology for fonts/freehand sketching/tonal shading. Introduce smart materials and sustainable issues the 6R's. Design and iterative design skills – make a final packaging product. Use soldering/basics circuit and Health and Safety in D&amp;T. Evaluation and peer evaluation.</p> <p>Exam style questions to prepare students for KS4</p>	<p><b><u>Textiles: Keyring Project. 15 lessons</u></b>            Design brief, specification – in context. Develop subject knowledge in fabrics, hand sewing. Construction/joining methods. Pattern templates. Measurements. Make samples and develop stitches. Design skills. Make a final product. Evaluation and peer evaluation.</p> <p>Exam style questions to prepare students for KS4</p> <p>Anthropometric and ergonomics. Sustainable issues relating to the textiles industry – 6R's</p> <p>How fabric is made.</p>	<p><b><u>Timber/Art Movements: Frame Project. 15 lessons</u></b>            Introduce students to timbers/metals and acrylic (soft/hard and manufactured) /wood finishes. Health and safety in the workshop. Tools and equipment. Joints/construction methods, standard components. Introduction to design movements and designers to help inspire embellishments for frames. Acrylics/felt/plywood decorative pieces for frame. Cross-file and draw file. Measurements. Design and iterative/ practical skills and evaluation.</p> <p>Exam style questions to prepare students for KS4</p> <p>How plywood is made.</p>	<p>Food rotation. D&amp;T projects rotate.</p>	<p>Food rotation. D&amp;T projects rotate.</p>	<p>Food rotation. D&amp;T projects rotate.</p>

8	<p><b>Graphics – Takeaway Packaging – 15 lessons</b> Reinforce design skills learnt in Year 7. Design skills: font, sketching, tonal shading, isometric. Theory subject knowledge/exam style questions to prepare students for KS4. Develop practical/cutting skills. Net design.</p> <p>Anthropometric and ergonomics. Sustainable issues relating to the Graphics industry – 6R's</p> <p>How paper is made. Newspaper printed</p>	<p><b>Textiles – T-Shirt and hanger. 15 lessons</b> Reinforce design and theory learnt in Year 7. Design brief, specification – in context. Develop subject knowledge in fabrics, hand sewing. Construction/joining methods. Pattern templates. Measurements. Make samples and develop stitches. Design skills. Make a final product. Evaluation and peer evaluation. Exam style questions to prepare students for KS4</p>	<p><b>Res Mat- Timber – Bird Box. 15 Lessons</b> Reinforce design and theory learnt in Year 7. Design brief, specification. Develop subject knowledge in natural timbers and manufactured boards. Learn basic construction/joining methods. Focus on making skills – Comb Joints. Using hand tools and mitre saw. Focus on accuracy in measuring and marking. Develop design ideas== draw bird box in 3. Make a final product. Evaluation and peer evaluation. Exam style questions to prepare students for KS4</p>	<p>Food rotation. D&amp;T projects rotate.</p>	<p>Food rotation. D&amp;T projects rotate.</p>	<p>Food rotation. D&amp;T projects rotate.</p>
9	<p><b>Timber/ Mechanisms – Mechanical ‘Robot’</b> Reinforce subject knowledge delivered in KS3. Mechanical theory and types of motion. Tools classification and stages of making to be introduced (measuring/ marking/ cutting/ drilling/ reducing/ finishing). Levers/ Cams/ linkages and pulleys introduced. 2D Technical drawing skills developed including</p>	<p><b>Timber/ Mechanisms – Mechanical ‘Robot’</b> Continued. Workshop practical – Tools, processes and materials explored and used to manufacture mechanical ‘Robot’. Evaluate success. Explore automated manufacturing systems and scales of production. Develop a plan for making the robot product in batches (production line assembly).</p>	<p><b>Graphics – CAD packaging.</b> Introduction to CAD/CAM – industry. 2 D Design and laser cutter. Typography/font/packaging. Develop design skills. 1 &amp; 2 point perspective/isometric/orthographic/ lithography. Materials/ terminology and develop theory subject knowledge. Develop practical skills.</p>	<p><b>Industrial processes - theory/practical</b> Introduction to the following: Injection moulding, manufacturing a small keyring. Wood turning, making a single candle stick. Line bending (strip heater), to manufacture a simple mobile phone holder. Bag Vacuum (demo only), Laser cutter (demo only).</p>	<p><b>Textiles – Canvas Bag</b> Reinforce subject knowledge delivered in KS3 – smart materials/ natural and synthetic etc. Introduce dress making seams/darts -use AQA book for revision cards/mind maps. Hand sewing and machine samples. Design and dev designs. Sewing machines construction methods. Develop practical skills make a prototype.</p>	<p><b>Res Mat – Pewter casting/ heat treatment.</b> Aluminium casting using workshop crucible. Design and develop ideas for jewellery/pendant using C.A.D. Theory and practical application – designing and making an MDF mould (layered). Casting, Forming, Finishing. Self/peer evaluation.</p>

	<p>orthographic and isometric.</p> <p>Knowledge and understanding tested via GCSE exam style questions.</p>		<p>Anthropometric and ergonomics. Sustainable issues relating to the Graphics industry – 6R's</p> <p>How paper is made. Newspaper printed</p> <p>Exam style questions to prepare students for KS4</p>	<p>Vacuum forming, to manufacture a fridge magnet. Students to be offered instruction, record processes (theory) and to experiment on group rotation.</p> <p>Exam style questions on manufacturing processes to prepare students for PPE</p>	<p>Evaluation and peer assessment.</p> <p>Anthropometric and ergonomics. Sustainable issues relating to the textiles industry – 6R's</p> <p>Exam style questions to prepare students for KS4</p>	<p>Exam style questions to prepare students for KS4</p>
10	<p><b><u>Res Mat – Polymers 'Memphis' Design inspired clock.</u></b> Learn different types of polymers (thermos/setting). Explore the physical properties of polymers. Discuss sustainability and issues surrounding polymers/plastics. Develop design ideas for an Acrylic USB / Flask drive. Explore making acrylic products using hand tools and finishing.</p>	<p><b><u>Res Mat – Polymers 'Memphis' Design inspired clock.</u></b> Research design movements and focus on Memphis (1981-87). Focus individual design development on Memphis ideals and design philosophy. Produce a prototype model of final idea. C.A.D design and laser cut shapes for clock. Assemble Parts and clock mechanism. Peer and Self - assessment. Knowledge and understanding tested via GCSE exam style questions.</p>	<p><b><u>January – Revision for PPE</u></b> Followed by <b><u>Focused practical</u></b> Workshop experimentation with types of temporary and permanent fixings/ methods of assembly, using standard components and adhesives, resistant materials and processes. Students learn how to join/ assemble different materials and recognise the physical constraints of materials. Students manufacture samples and evaluate. Regular testing evaluation during focused practicals.</p>	<p><b><u>Introduction to NEA – Mock project.</u></b> Introduce students to NEA. Iterative design process and cyclical approach to design. Develop research/ investigative skills and discuss how to gather information (primary/secondary). Write design specification. Develop presentation skills and recording information. Discuss TMG and customer needs. Students produce a short portfolio of work (10 pages).  Revisit Ergonomics/ Anthropometrics. Technical drawing techniques.</p>	<p><b><u>Continue NEA – Mock project.</u></b> Practical – make prototype models, explore options for improvement. Manufacture final product. Evaluate and test product against specification.  Introduce exam style questions during design and make.</p>	<p><b><u>Non Exam Assessment</u></b> NEA 1<sup>st</sup> June 50% portfolio work Contextual challenge set by AQA. 30-35hours. Identify, investigate &amp; outline design possibilities – research, design brief/specification. Other peoples work.</p>
11	NEA Designs/iterative	NEA Designs/iterative	NEA Designs/iterative	Analyse and evaluate Revisions for exam 50%	Revisions for exam 50%	

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	Design & make prototype that are fit for purpose	Design & make prototype that are fit for purpose	Design & make prototype that are fit for purpose			
12 Fashion	<p>Unit 14 Textiles, materials, techniques and process. Teach students basic skills who cannot sew!</p> <p>Research secondary and proamry to inspire ideas</p> <p>Develop design skills and samples</p> <p>Construct a skirt.</p>	<p>Unit 14 – continued –</p> <p>Develop laser cut skills, more advanced skills.</p> <p>Develop designs and samples. Construct a dress and embellish using skills learnt in term one.</p> <p>Evaluations on-going</p>	<p>Unit 2 Critical and Contextual Studies in Art and Design (External)</p> <p>20 hour prep</p>	<p>Unit 2 Critical and Contextual Studies in Art and Design (External)</p> <p>20 hour prep – sit 5 hour exam</p>	<p>Introduction to Unit 3 Creative Process.</p> <p>Students design and make a collection for the unit and fashion show. Advanced skills learnt in Unit 14 for practical skills. Advanced skills for sketchbook learnt in Unit 14 and 2.</p>	<p>Unit 3 Continued.....</p>
13 Fashion	<p>Introduction to Unit 3 Creative Process.</p> <p>Students design and make a collection for the unit and fashion show. Advanced skills learnt in Unit 14 for practical skills. Advanced skills for sketchbook learnt in Unit 14 and 2.</p>	<p>Unit 3 Continued.</p> <p>Year 12 and 13 Trip to the Clothes show</p>	<p>Unit 1 Visual Recording and Communication (External)</p> <p>20 hours of prep. Make one outfit responding to contextual question.</p>	<p>Unit 1 Visual Recording Continued..</p> <p>May final deadline.</p>	<p>Organise the Fashion Show and make one outfit/accessory – will not allow students to leave sixth Form until students have participated in the show.</p>	<p>Year 10 Springwood Master Classes.</p> <p>Year 11 Induction Days.</p> <p>Year 10 Master Classes – External Schools.</p>

### **Enrichment Activities:**

Super Learning Days: Primary School visits for Year 4 and 5 to promote D&T and Food. Trip For Fashion to V&A.

Competitions: Rotary Club competition. Fashion & wool competition for KS5

Trips: Fashion to the V&A. Design & technology field trip in yr 9. KS5 Clothes Show

Cross-curricular: Bridge building SLD

Clubs & Support: D&T afterschool club. Textiles club afterschool. AQA D&T GCSE Revision book (from the school shop)