

#### **Our Vision:**

To improve young people's practical skills and subject knowledge in Design, Textiles (fabric) R.M (wood, polymers, metals, circuits) and Graphics (paper and card). New and emerging technologies, Sustainability issues

Design and Technology Programme of study key stage three national curriculums in England.

https://www.gov.uk/government/publications/national-curriculum-in-england-design-and-technology-programmes-of-study

Exam boards: KS4 - AQA Design & Technology <a href="https://www.aqa.org.uk/subjects/design-and-technology/gcse/design-and-technology-8552/specification-at-a-glance">https://www.aqa.org.uk/subjects/design-and-technology/gcse/design-and-technology-8552/specification-at-a-glance</a>

#### 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    | Introduction to Graphics: Develop drawing skills. Measuring Develop colour application. Workshop Health and Safety Timbers: materials, their characteristics and their working functions | Timber surface finishes Standard components Tools, equipment and machinery How plywood is made | Carpentry skills, techniques and processes Evaluations to examine strengths and weaknesses Retrieval techniques to develop subject knowledge, key words and terminology | Develop design skills: isometric drawings, orographic and exploded drawings One point perspective 3D and 2D Net packaging | Introduction to Graphics: Paper and boards, smart materials learn about materials and their characteristics Health and safety Soldering (joining method, circuits) Fastenings and standard components Finishes Scoring and folding How paper is made | Iterative design Annotations Logos, fonts and typography Evaluations to examine strengths and weaknesses Retrieval techniques to develop subject knowledge, key words and terminology |
|      | Practical: Free hand sketching Tonal shading an mark making  | Practical: Joinery: comb joints, dowel, joints, butt joints, mitre joint Coping saw shape      | Practical: Joinery: comb joints, dowel, joints, butt joints, mitre joint Coping saw shape   | Design skills.  | Practical: Soldering a circuit, incorporating thermochromics   | Practical: Application of colour and experiment with graphic finishes Net box construction techniques   |





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|---|---|--|---|---|--|---|
| 8 | Textiles: Learn about materials and their characteristics. Learn to sew. Reinforce Health & Safety rules. | Introduction to textiles and fashion skills, techniques and processes – fastening and joining methods Finishes and standard components How fabric is made Secondary research to inspire ideas Iterative design for applique Evaluations to examine strengths and weaknesses Retrieval techniques to develop subject knowledge, key words and terminology | Introduction to metal skills, techniques and processes — fastening and joining methods Finishes and standard components | Introduction to polymers skills, techniques and processes – fastening and joining methods Finishes and standard components Iterative design Manufacturing and industry processes: injection moulding, blow moulding, line bending, laser cutter and vacuum forming Evaluations to examine strengths and weaknesses Retrieval techniques to develop subject knowledge, key words and terminology | Introduction to stand alone lessons Motions Forces Mechanism Structures  Timbers Timbers Timbers: materials, their characteristics and their working functions  Timber surface finishes Standard components Tools, equipment and machinery How plywood is made | Cad Cam Computer aided design And computer aided manufacturing  Timbers Carpentry skills, techniques and processes Evaluations to examine strengths and weaknesses Retrieval techniques to develop subject knowledge, key words and terminology |
|   | Theory – develop<br>subject knowledge<br>Mind map design<br>Duel coding using<br>imagery                  | Hand embroidery stitches. Sewing on buttons Applique   | Theory – develop subject knowledge Mind map design Duel coding using imagery  | Teacher demonstration: vacuum forming, laser cutter and line bending Acrylic key ring Blister packaging   | Theory – develop subject knowledge Mind map design Duel coding using imagery   | Develop IT and Cad<br>skills. Joinery: comb joints,<br>dowel, joints, butt joint<br>mitre joint<br>Coping saw shape   |





|  | social & economic: 6R's, LAC, Fairtrade, finite and non-finite. | exploded drawings One point perspective 3D and 2D Net packaging | and processes – fastening and joining methods Finishes and standard components How fabric is made Iterative design Secondary research to inspire applique ideas Evaluations to examine strengths and weaknesses Retrieval techniques to develop subject knowledge, key words and terminology Production plan | techniques and processes – fastening and joining methods Finishes and standard components Iterative design Manufacturing and industry processes: injection moulding, blow moulding, line bending, laser cutter and vacuum forming Evaluations to examine strengths and weaknesses Retrieval techniques to develop subject knowledge, key words and terminology | Timbers: materials, their characteristics and their working functions Timber surface finishes Standard components Tools, equipment and machinery How plywood is made Iterative design Secondary research to inspire ideas Design brief and specification Carpentry skills, techniques and processes Evaluations to examine strengths and weaknesses Retrieval techniques to develop subject knowledge, key words and |
|--|---|---|--|--|--|
|  |   |   |  |  | words and<br>terminology   |





| Practical | Practical         | Design skills | Practical         | Practical           | Practical              |
|-----------|-------------------|---------------|-------------------|---------------------|------------------------|
| Pastiches | Mind map design   |               | Hand embroidery   | Acrylic key ring    | Bookends:              |
|           | Duel coding using |               | stitches.         | Mobile phone holder | Joinery: comb          |
|           | imagery           |               | Sewing on buttons | Line bending        | joints, dowel, joints, |
|           |                   |               | Applique          |                     | butt joints, mitre     |
|           |                   |               | Plain seams       |                     | joint                  |
|           |                   |               | Zig-zag stitch    |                     | Coping saw shape       |
|           |                   |               | Double and single |                     |                        |
|           |                   |               | hems              |                     |                        |





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|----|---------------------------|-----------------------|---------------------------|----------------------|----------------------|----------------------|
| 10 | Reinforcing freehand      | The categorisation    | Timbers: materials,       | Reinforcing textiles | Art Movements        | Introduction to      |
|    | sketching                 | of the types and      | their characteristics     | and fashion skills,  | History of Design UK | stand alone          |
|    | Maths: measuring,         | properties of         | and their working         | techniques and       | Introduction to Art  | lessons              |
|    | angles                    | materials:            | functions                 | processes –          | movements and        | Motions              |
|    | Tonal shading (hatch,     | Polymers:             |                           | fastening and        | British designers    | Forces               |
|    | cross, block rendering)   | thermoforming and     | Timber surface            | joining methods      | Anthropometrics      | Mechanism            |
|    | Isometrics &              | thermosetting         | finishes                  | Finishes and         | Ergonomics           | Structures           |
|    | orthographic drawing      | Distillation          | Standard                  | standard             |                      |                      |
|    | Fonts/Typography/logos    | Chemistry – cross     | components                | components           | Introduction to mock | NEA <u>1st June.</u> |
|    | A range of design and     | over                  | Tools, equipment          | How fabric is made   | NEA section A, B     |                      |
|    | annotations (literacy),   |                       | and machinery             | Secondary            | and C                | D&T AQA              |
|    | using creativity and      | 6R's –                | How plywood is            | research to inspire  | Mind maps            | Contextual           |
|    | imagination inspired      | sustainability and    | made                      | ideas                | Production plans     | Challenge            |
|    | from computer             | environmental         | Carpentry skills,         | Iterative design for | Design briefs and    | released on this     |
|    | secondary research –      | factors Life Cycle    | techniques and            | applique             | specifications       | day.                 |
|    | inspiration – the work of | Assessment with       | processes                 | Evaluations to       | Client interviews    | ,                    |
|    | others'                   | finite and non-finite | Evaluations to            | examine strengths    | Iterative designs    | Students can         |
|    | Understand and apply      | resources. Social     | examine strengths         | and weaknesses       | 1.10.0               | select their         |
|    | iterative design          | and economic          | and weaknesses            | Retrieval            |                      | specialism for this  |
|    | Net packaging             | issues.               | Retrieval techniques      | techniques to        |                      | project: Textiles,   |
|    | CAD/CAM: 2Design,         |                       | to develop subject        | develop subject      |                      | R.M, or Graphics     |
|    | laser cutter              |                       | knowledge, key            | knowledge, key       |                      | or combine a         |
|    | Prototyping: templates,   |                       | words and                 | words and            |                      | selection of         |
|    | jigs, toiles              |                       | terminology               | terminology          |                      | materials and        |
|    | Practical: scoring,       |                       | tommology                 | torrimology          |                      | skills.              |
|    | folding, graphics,        |                       |                           |                      |                      | Section A:           |
|    | binding, mechanisms       |                       |                           |                      |                      | Mind map and         |
|    | Literacy: Use key         |                       |                           |                      |                      | problem.             |
|    | design and technology     |                       |                           |                      |                      | Product analysis to  |
|    | terminology               |                       |                           |                      |                      | inspire ideas.       |
|    | The categorisation of     |                       |                           |                      |                      | Introduction into    |
|    | the types and properties  |                       |                           |                      |                      | Art movements.       |
|    | of materials: The         |                       |                           |                      |                      | Learn about          |
|    |                           |                       |                           |                      |                      |                      |
|    | categorisation of the     |                       |                           |                      |                      | production           |
|    | types and properties of   |                       |                           |                      |                      | processes.           |
|    | materials:                |                       |                           |                      |                      |                      |





|    | Papers and boards and finishes. Paper and board standard components How paper is made  | Practical  | Practical   | Practical   | Practical  | Theory – develop   |
|----|--|--|---|---|--|--|
|    | Develop design and graphics skills   | Acrylic twisted keyring or layered sweet effect keyring – ideal for polishing finish. Compare laser cut edge and polish finish.  | Samples: Joinery: comb joints, dowel, joints, butt joints, mitre joint Coping saw shape   | Hand embroidery stitches. Sewing on buttons Applique Plain seams Zig-zag stitch Double and single hems  | Pastiches  | subject knowledge<br>Mind map design<br>Duel coding using<br>imagery |
| 11 | D&T NEA: 50% of GCSE grade.  Students can select their specialism for this project: Textiles, R.M, or Graphics or combine a selection of materials and skills. Section B: Design brief & spec Artist & Designer research to inspire concepts. Material research and characteristics. | D&T NEA:  Section C/D/E Generating Design ideas. Development of designs Final design concepts.  Section E/F: Realisations of ideas: Prototyping of ideas. Evaluations on- going. | D&T NEA:  Production Plan Specification Final evaluation  Revision: AQA Exam board BBC Bitesize Resources Knowledge organisers Retrieval techniques to develop subject knowledge, key words and terminology | Revision: AQA Exam board BBC Bitesize Resources Knowledge organisers Retrieval techniques to develop subject knowledge, key words and terminology . | Exam May 2021<br>Written Examination<br>(50% of GCSE<br>Grade) | Exam May 2021  |





| Students can select<br>their specialism for this<br>project: Textiles, R.M,<br>or Graphics or combine<br>a selection of materials<br>and skills.<br>Advanced Practical<br>Skills: Joining methods:<br>Soldering | Advanced Practical<br>Skills: Joining<br>methods Brazing.<br>Laminating &<br>Sewing machine.<br>Advanced Practical<br>Skills: Laser cutter<br>Clock made in<br>acrylic, fabric, | Advanced Practical<br>Skills: Joining<br>methods: Acrylic<br>(laser cutter),<br>Carpentry &<br>Graphics. | Practical - retrieval<br>skills, techniques<br>and processes<br>Revision: tips and<br>techniques for the<br>written exam,<br>practise papers | Written Examination<br>(50% of GCSE<br>Grade) |  |
|---|---|--|--|---|--|
| Soldering   | acrylic, fabric,<br>wood, card or a   |  |  |   |  |





#### **Enrichment Activities:**

Super Learning Days: Year 7 Industrial Awareness Day (learn about environmental and sustainable issues, 6R's and materials).

Competitions: Year 8-9 Rotary Club D&T Competition (Venue KLA. Date November 2021).

Fashion Show Design Competition: Open to all year groups.

Trips: Year 10, 11, 12 & 13 Clothes Show Trip (Venue being confirmed)

Open Evenings: Year 9 & 10's can volunteer as ambassadors to promote D&T to Year 6's Open Evening.

Clubs & Support:

• Year 7 - 10: Fashion & Textiles Club (Every Tuesday) with Miss Markwell (October).

• Year 7 – 10 D&T Club (Every Wednesday) with Mr Austin (October)

• T4 is open every lunch-time for student's to work with Miss Markwell for extra support.

• Afterschool catch-up sessions (Every Tuesday)

Main Textbook: AQA GCSE (9-1) Design and Technology.

ISBN: 978-1-910523-10-0 Author MJ Ross



Revision Guide: AQA GCSE Revision Design and Technology All-in-One Revision & Practice. ISBN 978-0-00-822740-1 Author Paul Anderson and David Hills-Taylor

AQA BBC Bitesize Design and Technology

Makewell with Miss Markwell YouTube channel: videos on Smart materials, Hand embroidery, Design and Technology & Fashion and Textiles skills, techniques and processes tutorials to encourage creativity, skills, and confidence.

