



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
7	<p>Curriculum topics delivered on a rotation:</p> <p>Designing skills 1: Different ways to create design ideas including sketching in 2D and 3D, 3D model making in card and basic Computer Aided Design;</p> <p>Fashion and Textiles 1: Design briefs and Specifications, use of ACCESSFM to annotate designs, introduction to making in Textiles, running stitch, cross stitch, introduction to sewing machines, basic Computer Aided Manufacturing, designing and making a pencil case including Applique, Hand embroidery and laser engraving.</p> <p>Food and Nutrition 1: Principles of Healthy eating and nutritional balance, understanding seasonality, the bridge and claw method, use of equipment to prepare a range of dishes including soup, bread making, dough making and simple pasta sauce.</p> <p>Health and Safety and safe working practices is covered across all areas.</p>					
8	<p>Curriculum topics delivered on a rotation:</p> <p>Designing skills 2: 3D CAD modelling and 3D printing;</p> <p>Fashion and Textiles 2: Garment design using advanced Computer Aided Design and Manufacturing including layered applique, CNC embroidery, block printing and use of sewing machines.</p> <p>Food and Nutrition 2: Social, Moral, Ethical and Environmental issues around food and seasonality, further development of cookery skills including sauces and roux's, stir fry, stuffed breasts.</p> <p>Product Design 1: Mechanical Systems theory.</p> <p>Health and Safety and safe working practices is covered across all areas.</p>					
9	<p>Curriculum topics delivered on a rotation:</p> <p>Designing skills 3: Garment design using Collage, Biomimicry and Haramiku dolls</p> <p>Food and Nutrition 3: Social, Moral, Ethical and Environmental issues around food packaging and waste, further development of cookery skills including cottage pie, chips, spaghetti.</p> <p>Product Design 2: Electronic Systems theory, Circuit design and construction, Interactive display using Sublimation printing.</p> <p>Health and Safety and safe working practices is covered across all areas.</p>					



<p>10</p>	<p>GCSE 1: Natural and Manufactured Timbers:</p> <ul style="list-style-type: none"> • Types, Properties and Uses • Stock forms • Environmental issues • Making skills specific to Product Design – machines and power tools • Making skills specific to Fashion and Textiles – laser cut pin boxes 	<p>GCSE 2: Thermoforming and Thermosetting Polymers:</p> <ul style="list-style-type: none"> • Types, Properties and Uses • Stock forms • Environmental issues • Making skills specific to Product Design – machines and power tools • Making skills specific to Fashion and Textiles – fused plastic garment design 	<p>GCSE 3: Making skills practice including: Fashion and Textiles: Samples booklet, advanced construction techniques, Bag design and Make project Product Design: CNC router, advanced 3D CAD modelling, advanced 3D printing, desk lamp design and make project, Metalworking basics Theoretical Knowledge:</p> <ul style="list-style-type: none"> • Ferrous and Non-Ferrous Metals • Smart and Modern materials • DT and our world • Fibres and Fabrics • Paper and Board • Electronic systems revision • Mechanical systems revision • Programmable components revision 	<p>GCSE 4: Non Examined Assessment 1: initial research and analysis leading to a design brief for an independent design and make project.</p>
<p>11</p>	<p>GCSE 5: Non examined Assessment 2: Independent design and make project Including year 11 Baseline, November and February internal mock examinations.</p>			<p>GCSE 6: Final revision of all topics including:</p> <ul style="list-style-type: none"> • Thermoforming and Thermosetting Polymers: • Natural and Manufactured Timbers • Ferrous and Non-Ferrous Metals • Smart and Modern materials • DT and our world • Fibres and Fabrics • Paper and Board • Electronic systems • Mechanical systems • Programmable components



12	<p>A level Design and Technology 1: including</p> <ul style="list-style-type: none"> • Baseline Examination • Fashion and Textiles Advanced Hand Processes • Principles of Computer Aided Design and Manufacturing Industrial practices • Industrial Manufacturing Practices • Materials • Fashion and Textiles only: Pattern Language and Manipulation • Product Design only: Joints and joining methods • Research project 	<p>A level Design and technology 2: Designing and Making practice: Design and Make mini project to develop each students personal style and design strategy preferences and to develop planning and making skills.</p>	<p>A level Design and Technology 3: End of year examination. Focus on examination technique, question styles, command words, strategy, stamina and timings.</p> <p>A level Design and Technology 4 – Non-Examined Assessment: initial research and analysis leading to a design brief for an independent design and make project.</p>
13	<p>A level Design and Technology 5: Non examined Assessment 2: Independent design and make project Including year 13 Baseline, November and February internal mock examinations.</p>		<p>A level Design and Technology 6: Final examination revision and preparation</p>

Curriculum intent: The Design and Technology faculty aims to deliver an engaging, immersive curriculum that develops every learners understanding and appreciation of design and making principles using a wide range of materials, equipment and processes. We would like to develop the next generation of designers, makers, engineers, chefs, home cooks and DIY’ers to ensure that all students leave us, regardless of when that may be, with the ability to be discerning consumers in a modern technological world.