

Design Technology Curriculum Plan – Nuneaton Academy

| Curriculum Leader | Tejwant kalirai | tejwant.kalirai@nuneatonacademy.org.uk |
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KEY STAGE 3

| YEAR | 1st Half of the year (Sept – January) | 2nd Half of the year (Jan –July) |
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| YEAR 7 | Knowledge and skill base Pupils will gain an understanding that everything around us has been designed, the clothes we wear, the technology we use, the buildings around us, the food we eat and the transport we use. Pupils will deeper their knowledge and have an understanding the role Graphics plays within design technology such as road signs to book covers, social media apps, computer games, movies and tins/packets of food. Design Technology will also draw on cross- curricular subjects links such as Art, Maths, Science and Food technology to further enhance their knowledge. Students will develop skills, knowledge and understanding of Design Technology (Graphics) through drawing skills such as Perspective drawings, Oblique, Rendering, Typography and how designers | Design and creating/ making principles. Pupils will design a cartoon book cover for young people incorporating Typography, perspective drawing and scale with render. Pupils will have an understanding that designers create a model/template/prototype before creating/ making their final product. Pupils will draw out their template /plan for their book cover before creating their final piece to a high standard. |
| | play a key role in our society when designing creating products by being sustainable and using the 6R's pupils will learn the meaning and why Recycling, | |



| | Repair, Reduce, Rethink, Reuse and Refuse is vital to help/to sustain and improve our environment. This allows curiosity, inspiration, imagination and motivation. | |
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| | | End of Year Assessment: Enter details |
| 8 | Pupils will do food technology until the February half term. | Pupils will build up knowledge and skills of Design Technology through a variety of drawing skills such as oblique, perspective, rendering skills and using ICT to develop their computer knowledge. Pupils will learn how to thread up a needle and tie a knot, pupils will learn sewing skills such as running stich, back stich and cross stitch |
| | | Re – teach misconceptions on why designers play a key role in our society when designing creating products by being sustainable and using the 6R's pupils will learn the meaning and why Recycling, Repair, Reduce, Re-think, Re-use and Re-fuse is vital to help/to sustain and improve our environment. |
| | | Pupils will research and investigate designers of Morocco and create mood boards to show their knowledge of their chosen designs and present their work creatively |
| | | Design and creating/ making principles. Pupils will create/make a lamp shade either out of material or cardboard. |
| | Mid-Year Assessment: Enter details | End of Year Assessment: Enter details |



| | | Design and Creating/Making Principles |
|---|---|---|
| | Pupils go to Computer science after Christmas | Dupile will design their own logge/branding |
| 9 | Knowledge and skill base | Pupils will design their own logos/branding perfume/aftershave company. Pupils will also create packaging for their perfume/aftershave design final |
| | Adrees any misconception on why Design Technology plays a key factor in today's society. Pupils will revise the 6R's Pupils will research perfume and packaging. Pupils will further their drawing skills through | product. Pupils will create a prototype before their final product. |
| | perspective drawing, oblique and scale with render incorporating Typography. | |
| | Mid-Year Assessment: Enter details | End of Year Assessment: Enter details |

KEY STAGE 4

| YEAR | 1 st Half of the year (Sept – Jan) | 2 nd Half of the year (Jan - July) |
|------|---|---|
| 10 | Pupils will Incorporating knowledge and understanding of different materials and manufacturing processes in order to design and make, with confidence. Pupils will develop an understanding of design technology and how it impacts our daily life and the wider world. They will gain an understand that high-quality design and technology is important to the creativity, culture, sustainability, wealth and well-being of the nation and the global community. Skill Base Working with Timber Based Materials | Pupils will gain knowledge and understating in the following: People , culture, and Society Six R's Sustainability & the Environment Ecological & Social Footprint Designing Principles Production Techniques & systems Scales of Production Polymers - Sources, Origins & Properties |



| Commercial manufacturing, Surface Treatments and Finishes | | Working with Polymer based Materials and Fixings Commercial manufacturing & Quality Control | |
|--|---|---|--|
| Ergonomics Anthropometrics Artist research | | | |
| | | | |
| Mid-Year Assessment: Enter deta | ails here | End of Year Asses | ssment: Enter details here |
| September – November | Decembe | er – March | March - June |
| Pupils will work on their NEA course work independently using the skills and knowledge their gained from Year10. Pupils will work on their Assessment objectives through Exploring and investigation of primary and secondary data | design ideas the will create their for Pupils will create made out of card on to their final praterial of their | rough this they final peace. e a prototype dboard then move piece using the choice. | Pupils will be revising for the GCSE exams |
| | Ergonomics Anthropometrics Artist research Mid-Year Assessment: Enter deta September – November Pupils will work on their NEA course work independently using the skills and knowledge their gained from Year10. Pupils will work on their Assessment objectives through Exploring and investigation of | Ergonomics Anthropometrics Artist research Mid-Year Assessment: Enter details here September – November Pupils will work on their NEA course work independently using the skills and knowledge their gained from Year10. Pupils will work on their Assessment objectives through Exploring and investigation of Ergonomics Anthropometrics Artist research Pupils will devel design ideas the will create their Pupils will create made out of care on to their final pupils will also in the pupils will be | Ergonomics Anthropometrics Artist research Mid-Year Assessment: Enter details here September – November Pupils will work on their NEA course work independently using the skills and knowledge their gained from Year10. Pupils will work on their Assessment objectives through Exploring and investigation of Ergonomics Anthropometrics Anthropometrics Antist research End of Year Assessment December – March Pupils will develop a range of design ideas through this they will create their final peace. Pupils will create a prototype made out of cardboard then move on to their final piece using the material of their choice. Pupils will also incorporate CAD |



development. Develop and refine design ideas for the NEA. Include formal and informal 2D/3D drawing including models Select suitable materials and components communicating decisions throughout the development process. **Design and Make Prototypes** that are fit for purpose. 60 Marks D: Developing Design Ideas (20 Marks) Review of ideas against Spec Card Modelling (6) Model Evaluation (1) Design Development Sketches Model Development and reviews (3) Parts layout Drawings (1) Solidworks (7)



| | November Mock Exam: Enter | March Mock Exam: Enter Details | ACTUAL GCSE EXAM |
|--|---------------------------|--------------------------------|------------------|
| | Details | | |