

Curriculum Map

Subject: DT							
Key Stage 3:		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 7	Unit(s):	T1 and 2 Graphics:	T1: Clock Project: DESIGNING/ MAKING/ EVALUATION T2: Textiles: Drawstring bag project	T1: Clock project Materials unit: 3PG online T2: Textiles: Drawstring bag project	T1 and 2: Maze game INVESTIGATIONS	T1: Textiles: Drawstring bag project T2: Clock Project: DESIGNING/ MAKING/ EVALUATION	T1: Textiles: Drawstring bag project T1: Clock project Materials unit: 3PG online
	Key skills and knowledge:	Research, design and making skills, drawing skills	Making skills, planning, problem solving skills CAD/CAM	Knowledge recall, listening skills	Research, design and making skills, drawing skills Health and Safety	Making and planning skills, problem solving skills	Making and planning skills, problem solving skills, analysing, discussion and evaluation skills
	Assessment	End of unit assessment: Test 1 - Tech student depending on projects)	End of unit assessment: Making Level	End of unit assessment: Test - Timbers and Metals	End of unit assessment: End of unit Test	End of unit assessment: Making level	End of unit assessment: Evaluation level
	Cross - curriculum links (Link with KS2)	Game designer could visit	STEM ambassadors	Link with Chemistry materials	Visit to clock factory	STEM ambassadors	Textiles parents visit
Year 8	Unit(s):	Graphics: Designing	Graphics: Designing	Night Light project: DESIGNING/ MAKING/	Night light project:	Energy, Materials, systems and devices: Unit 2 PG online	Energy, Materials, systems and devices: Unit 2 PG online

				EVALUATION			Textiles: Cushion project
	Key skills and knowledge:	Investigative skills, knowledge recall	Investigative, analysis, discussion skills, communication skills	Manufacturing skills, identification skills	Manufacturing skills, identification skills, evaluation and discussion skills, recall of knowledge	Identification skills, discussion skills, knowledge recall	Identification and discussion skills, knowledge recall
	Assessment	End of unit assessment: Test 1 - the work of others	End of unit assessment: Test – end of unit test	End of unit assessment: Investigation level	End of unit assessment: Making level	End of unit assessment: Test – modern and smart materials	End of unit assessment: End of unit 4 test
	Cross - curriculum links	Look at getting a design company to come in to school	STEM ambassadors	DT competition	Technology Tournament	STEM ambassadors Link with Physics energy and chemistry materials	Textiles parent visit
Year 9	Unit(s):	Graphics: (Inc.part of Unit 6 communication of design ideas)	Responding to an Engineering Brief/Storage Unit	Responding to an Engineering Brief/ Storage Unit	Responding to an Engineering Brief/ Storage Unit	Common and Specialist Technical Principles: Unit 4 Pg Online	Common and Specialist Technical Principles Unit 1 Pg Online
	Key skills and knowledge:	Drawing skills, shading skills, discussion skills	Investigation, Task Analysis, Product Analysis, Designers	Assembling, handling and using materials, equipment and machinery, evaluating	Analysis and discussion skills, knowledge recall	Problem solving skills, knowledge recall	Problem solving skills, knowledge recall
	Assessment	End of unit assessment: Graphics level	Assessment: Investigation	Assessment: Design and Making	End of unit assessment: Test: sustainability and the environment	End of unit assessment: Test: improving functionality	End of unit assessment: Test: improving functionality
	Cross - curriculum links	Link with art and maths	<i>Invite an engineer into school to discuss engineering briefs</i>	<i>Invite an engineer into school to discuss engineering briefs</i>	STEM ambassadors	Contact local suppliers	Contact local suppliers

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Subject: GCSE DT		Exam board: AQA	Qan code: 603/0984/2	Entry code: 8552	Unit codes: 8552/1, 8552/C		
Key Stage 4:		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 10	Unit(s):	Graphics Recap Mini NEA Phone Amp: Assessment Project (50%) Investigating (10%) Designing (20%) Developing (20%)	Mini NEA Assessment Project (50%) Making (Realising the Design) (20%) Analysing and Evaluating (10%)	Mini NEA Assessment Project (50%) Making (Realising the Design) (20%) Analysing and Evaluating (10%)	Theory (50%) Mini NEA (50%) (Toy)	Theory (50%) Common Specialist Technical Principles (10%)	NEA (50%)(Released from Exam board 1st June) Investigating (5%) Specification (5%)
	Key skills and knowledge::	Creating ideas using a variety of drawing media, demonstrating flair and originality, model ideas effectively	Creating accurate prototypes of ideas, using correct tools, materials and processes	Name and describe each of the different forces and stresses Recognise how materials have been stiffened or reinforced Give examples of the use of bending, lamination, folding, webbing and interfacing Define an ecological and social footprint Understand how deforestation, mining, drilling and farming affect our ecology Explain each of the six Rs Explain how safe working conditions and pollution impact on others Explain how products are produced in each of the four main scales of production	Be able to identify, discuss and evaluate different elements of theory Investigation techniques.	In Depth knowledge of material categories—timber, metals, polymers, textiles, or electronic/mechanical systems. Students must understand material selection based on properties, forces/stresses, stock forms, production scales, and industrial manufacturing techniques, including finishing	Be able to identify, discuss and investigate design possibilities.

	Assessment	End of unit assessment: NEA Assessment	End of unit assessment: NEA Assessment	End of unit assessment: End of Unit Topic Test	End of unit assessment: Mock exam questions	End of unit assessment: Mock exam questions	End of unit assessment: Section A NEA
	Cross - curriculum links	DT bus	Link with chemistry - materials	Dyson foundation Link with Physics - Forces and Stresses	Design Museum: Designers	Dyson foundation	Work with primary schools on DT workshops
Year 11	Unit(s):	NEA (50%) Investigating (5%) Specification (5%) Designing (10%) Exam Theory (50%) Unit 2: Energy Storage, Materials, Systems and Devices	NEA (50%) Development (10%) Exam Theory (50%) Mock Exam Preparation	NEA (50%) Making (10%) Analysing and Evaluating (10%) Exam Theory (50%) Materials and working Properties(10%)	Exam Theory (50%) Materials and working Properties(10%)	Exam Theory (50%) Materials and working Properties(10%) Revisions of all 3 Sections: A:Core Technical Principles B: Specialist Technical Principles C:Designing and making Principles	Exam
	Key skills and knowledge:	Creating ideas using a variety of drawing media, demonstrating flair and originality, model ideas effectively	Creating accurate prototypes of ideas, using correct tools, materials and processes	Analyse and evaluate throughout a given process, write a detailed design specification using a given brief, identify a range of ways of testing a prototype	Using and working with materials, using the work of others		
	Assessment	End of unit assessment: NEA Assessment	End of unit assessment: End of Topic	End of unit assessment: NEA Assessment & End of Topic	End of unit assessment: NEA Assessment	End of unit assessment: Final Exam	
	Cross - curriculum links	Nissan factory	Link with Art on designs	Link with chemistry - materials	Revision groups	Revision workshops	

End of course external assessment: 50%

Paper 1- (2 hrs)

Section A – Core technical principles (20 marks)

A mixture of multiple choice and short answer questions assessing a breadth of technical knowledge and understanding.

Section B – Specialist technical principles (30 marks)

Several short answer questions (2–5 marks) and one extended response to assess a more in depth knowledge of technical principles.

Section C – Designing and making principles (50 marks)

A mixture of short answers and extended response questions.

Non-exam assessment (NEA) 50%

- Substantial design and make task:

- Assessment criteria:
 - Identifying and investigating design possibilities
 - Producing a design brief and specification
 - Generating design ideas
 - Developing design ideas
 - Realising design ideas
 - Analysing & evaluating