



## Curriculum Learning Map 2016-2017: Design & Technology

	<b>Term 1-1</b> 26 <sup>th</sup> Aug – 9 <sup>th</sup> Oct	<b>Term 1-2</b> 19 <sup>th</sup> Oct – 4 <sup>th</sup> Dec	<b>Term 2-1</b> 6 <sup>th</sup> Jan – 19 <sup>th</sup> Feb	<b>Term 2-2</b> 22 <sup>nd</sup> Feb – 24 <sup>th</sup> Mar	<b>Term 3-1</b> 13 <sup>th</sup> Apr – 13 <sup>th</sup> May	<b>Term 3-2</b> 16 <sup>th</sup> May – 30 <sup>th</sup> Jun
<b>Year 7</b>	Introduction to the workshop and workshop safety. Basic hand tools, and Introductory project.  Introduction to isometric drawing.  Drawing assessment	Small hook and isometric drawing skill development – correct drawing techniques.	Metals and keychain project.  Design brief and design development according to given specifications. Practical skills assessment	Continue making the keychain and further isometric drawing skill development – more complex geometric forms.	Complete Keychain and start creative mini-project. Continue isometric drawing skill development.  Design skills assessment	Complete creative mini-project and continue isometric drawing skill development – simple location of geometry in planar projection.
<b>Year 8</b>	Revision of workshop safety. Basic hand tools, and Introductory project. Isometric drawing – correct drawing technique.  Drawing assessment	Small hook practical project and isometric drawing skill development with 3-tone shading.	Begin mechanical arm project / mechanisms and levers theory. Further isometric drawing skill development – correct drawing technique and rendering.  Practical skills assessment	Continue making the mechanical arm and isometric drawing skill development – more complex geometric forms.	Complete and evaluate the mechanical arms. Isometric drawing skill development – more complex geometric forms and locating of geometry in planar projection.  Design skills assessment	Design in a nutshell – Understanding and identifying the historical context of design movements.  - Gothic Revival - Arts and Crafts - Bauhaus



<p><b>Year 9</b></p>	<p>Revision of workshop safety. Basic hand tools, and Introductory project. Isometric drawing – correct drawing technique.</p> <p>Drawing assessment</p>	<p>Starter project: small hook and isometric drawing skill development with rendering, 3-tone shading, and anchoring.</p>	<p>Rendering, annotation, and graphical communication techniques.</p> <p>Application of graphical communication skills: Green Design, Specification and Brief analysis for “innovative wall storage project”</p> <p>Practical skills assessment</p>	<p>Continue making the “innovative wall storage project” and isometric drawing skill development – more complex geometric forms and assembly drawings.</p>	<p>Joining methods and completion of the “innovative wall storage project”. Isometric drawing skill development – annotation and designing to specifications.</p> <p>Consideration of green design and production methods.</p> <p>Design skills assessment</p>	<p>Design in a nutshell – Understanding and identifying the historical context of design movements.</p> <ul style="list-style-type: none"> <li>- Modernism</li> <li>- American Industrial Design</li> <li>- Postmodernism</li> </ul>
<p><b>Year 10</b> <b>GCSE D&amp;T</b></p>	<p>Introduce subject and assessment. Workshop safety and mini-project (Bench Hook) with production plan and isometric drawing exercise.</p> <p>Annotation / rendering with timber grain</p> <p>Theory: Woods, Wasting</p>	<p>Complete theory: Chapter 1</p> <p>End of chapter quiz – use actual past paper examination questions.</p> <p>Skills project: Bench hook / design drawing and annotation skills. Rendering.</p>	<p>Complete theory: Chapter 2</p> <p>End of chapter quiz – use actual past paper examination questions.</p> <p>Skills project: Timber box with acrylic top. 3D CAD modelling</p>	<p>Complete theory: Chapter 3</p> <p>End of chapter quiz – use actual past paper examination questions.</p> <p>A range of small practical skills and experiments.</p>	<p><i>Chapter 4 &amp; 5: do next year.</i></p> <p>Complete theory: Chapter 6</p> <p>End of chapter quiz – use actual past paper examination questions.</p> <p>CAD / 3D printing project.</p>	<p>Complete theory: Chapter 7 &amp; 8</p> <p>End of chapter quiz – use actual past paper examination questions.</p> <p>Practical: Prepare for major design project.</p>