

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Knowledge & Skills	<ul style="list-style-type: none">Developing a design brief and SpecificationGenerating and developing design ideasIn depth theory – specialist area	<ul style="list-style-type: none">Generating and developing design ideasPlanning production	<ul style="list-style-type: none">Manufacturing a prototype	<ul style="list-style-type: none">Analysing and evaluating design decisions and prototype	<ul style="list-style-type: none">Revision skills	<ul style="list-style-type: none">Revision skills
Links to prior learning	<ul style="list-style-type: none">Y10 Curriculum – theoryY10 practical lessons- product designing for a client	<ul style="list-style-type: none">Y10 Curriculum – theoryY10 practical lessons- product designing for a client	<ul style="list-style-type: none">Y10 practical lessons- product designing for a client	<ul style="list-style-type: none">Y10 Curriculum – theoryY10 practical lessons- product designing for a client	<ul style="list-style-type: none">Y10 Curriculum - theory	<ul style="list-style-type: none">Y10 Curriculum - theory
Assessment	<ul style="list-style-type: none">Assessment theoryNEA	<ul style="list-style-type: none">Mock written examNEA	<ul style="list-style-type: none">NEA	<ul style="list-style-type: none">NEA	<ul style="list-style-type: none">	<ul style="list-style-type: none">GCSE written exam
Home learning	<ul style="list-style-type: none">NEA up to dateRevision for mock	<ul style="list-style-type: none">NEA up to dateRevision for mock	<ul style="list-style-type: none">Revision topics for written exam	<ul style="list-style-type: none">NEA up to dateRevision for written exam	<ul style="list-style-type: none">Revision tasks	<ul style="list-style-type: none">Revision
Cultural Capital and extra-curricular opportunities	<ul style="list-style-type: none">Solve real-world problems and design for user needsDevelop practical, creative, and technical skills with materials and toolsUnderstand sustainability, ethics, and responsible use of resourcesBuild resilience, patience, and confidence through completing a project			<ul style="list-style-type: none">Solve real-world problems and design for user needsDevelop practical, creative, and technical skills with materials and toolsUnderstand sustainability, ethics, and responsible use of resourcesBuild resilience, patience, and confidence through completing a project		
Literacy	<ul style="list-style-type: none">Using Tier 3 vocabulary in writingBeing concise	<ul style="list-style-type: none">Reading and condensing informationReading recipes	<ul style="list-style-type: none">Using Tier 3 vocabulary in report writing	<ul style="list-style-type: none">Using accurate sensory vocabulary	<ul style="list-style-type: none">Creating revision resources from notes and revision materials	<ul style="list-style-type: none">Selecting relevant information in long exam data questions
Numeracy	<ul style="list-style-type: none">Measurement & Accuracy: Measure, mark out, and cut materials preciselyScaling & Proportion: Apply ratios, scale drawings, and dimensions in designs and CAD modelsData & Calculations: Calculate material quantities, tolerances, and production requirementsBudgeting & Planning: Use numbers to plan costs, time, and efficient workflowEvaluation: Analyse numerical data from testing and prototype results to refine products			<ul style="list-style-type: none">Measurement & Accuracy: Measure, mark out, and cut materials preciselyScaling & Proportion: Apply ratios, scale drawings, and dimensions in designs and CAD modelsData & Calculations: Calculate material quantities, tolerances, and production requirementsBudgeting & Planning: Use numbers to plan costs, time, and efficient workflowEvaluation: Analyse numerical data from testing and prototype results to refine products		<ul style="list-style-type: none">Maths questions in revision and recall
Careers Information, Education, Advice and Guidance (CEIAG)	<ul style="list-style-type: none">Designer, engineer, or product developerTechnician, craftsperson, or makerSustainability, business, or industry specialistTeacher, communicator, or client consultant			<ul style="list-style-type: none">Designer, engineer, or product developerTechnician, craftsperson, or makerSustainability, business, or industry specialistTeacher, communicator, or client consultant		
Spirituality	<ul style="list-style-type: none">Creativity & Innovation: Appreciate human creativity, problem-solving, and ingenuity as reflections of God-given giftsPurposeful Work: Value patience, skill, care, and perseverance in designing and making functional productsStewardship & Responsibility: Reflect on ethical use of materials, sustainability, and responsible resource managementConnection to Others & Society: Consider the impact of design on people, society, and the environmentReflection & Personal Growth: Encourage self-reflection, evaluation, and thoughtful decision-making throughout projects					
How can parents support the curriculum?	<ul style="list-style-type: none">Ensure home learning tasks are completed	<ul style="list-style-type: none">Ensure home learning tasks are completed	<ul style="list-style-type: none">Ensure home learning tasks are completed	<ul style="list-style-type: none">Ensure home learning tasks are completed	<ul style="list-style-type: none">Quizzing from flashcards and mind mapsEncouraging use of revision timetable	<ul style="list-style-type: none">Encouraging and supporting during exams