

Year 7 Curriculum Plan

Design Technology



Autumn 1		Autumn 2	Spring 1
PRIOR LEARNING	KS2 NC Design Gather research and use it to develop products aimed at a particular target market.	KS2 NC Design Develop ideas using annotated sketches, models and prototypes to create a design solution.	KS2 NC Make - Select and use a range of tools, equipment and materials to make products. - Consider functional properties and aesthetic qualities of materials
KNOWING WHAT ...	Tea light Holder - Hundertwasser (Theory, Research and Design) - Know the psychology of different colours and the theory of Typography and how they are used effectively in design. - Materials theory - Know how paper is made and its properties. - Know the 6R's in relation to environmental issues.	Tea light Holder – Hundertwasser (Development) - Be able to sketch in one-point perspective. - How to use the work of others to influence design ideas- Research the work of Hundertwasser. - Understand what a specification is. - Iterative design - To generate a series of design ideas, for the tea light holder, and develop an idea using: - Use grid paper to develop ideas for the tea light holder. - Produce a visualisation diagram to plan the packaging. - The ability to Evaluate/Quality Control developments before manufacture.	Tea light Holder – Hundertwasser (Making) - CAD taught and skills developed by the students (Techsoft 2D Design and Photoshop) - Photoshop skills – to create the packaging for the Hundertwasser inspired tea light holder. - Techsoft 2D Design skills developed to generate the tealight holder and covert to DXF file - CAM - Demonstration of how to use the laser cutter. Students then have their designs cut on the laser cutter.
KNOWING HOW...	- Demonstrate the correct use of colour for use in the tea light holder packaging. - Demonstrate an ability to be a typographer to produce the tea light holder packaging. - Understand how Paper and Boards are made and know their stock forms. - Understand the environmental impact that design and manufacture have on society and the planet (FSC and the 6R's)	- Be able to communicate design ideas to others using developed 3D drawing skills by generating a series of design ideas in one-point perspective, using Hundertwasser as inspiration. - Make use of scale 1:1 to develop and plan designs that can be transferred to CAD. - Use Techsoft 2D Design effectively to create export and save a design that can be cut on the laser cutter. Evaluate/Quality control the design on paper before cutting in timber, using CAM (Laser cutter).	- Practical - Tea Light Holder - Demonstrated the iterative design process, through sketching 1 point perspective ideas, development work and effective CAD, CAM: - To use Techsoft 2D Design and the laser cutter with the basic set up to make the tealight holder. - To use Photoshop to create the package to a professional standard, using the theory of colour psychology and the typography from term 1.

Key: Design process and Iterative design skills Computer Aided Design Computer Aided Manufacture Safe use of workshop tools and equipment

Environmental issues Materials

Updated: April 2026

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ASSESSMENT	Week 9/10 - Knowledge Checks on the following: • Colour Psychology • Typography • Theory of paper and boards • The 6R's	Weeks 9-15 - Knowledge Checks on the following: Design and Make Task- Tea light Holder – Hundertwasser: Developing an idea through iterative design: ○ The ability to sketch design ideas to 1-point perspective. ○ To use a scale 1:1 to develop and plan a design that can be transferred to CAD. ○ The ability to use past designers to inspire designs - Friedensreich Hundertwasser ○ Sketch of visualisation diagram for packaging.	Weeks 16-17 - Knowledge Checks on the following: ○ CAD skills – Techsoft 2D Design and Photoshop ○ CAM skills – intro to laser cutting. <u>Project Summative Assessment</u> Design and Make Task - Tea light Holder – Hundertwasser: 50% - • Theory result from the knowledge checks 50% - • Design folder contents • Quality of practical work – Packaged Tea light holder Overall % for the project given.

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