

# Year 9 Curriculum Plan

## Design Technology



|                 | Autumn 1                                                                                                                                                                                                                                                                                                                                                                                                                                 | Autumn 2                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | Spring 1                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
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| PRIOR LEARNING  | <b>KS3 NC Design</b> <ul style="list-style-type: none"> <li>Gather research and use it to develop products aimed at a particular target market.</li> <li>Generate creative ideas using a variety of skills to communicate their ideas</li> <li>Develop a specification</li> <li>Use modelling skills to develop the ideas iteratively.</li> </ul>                                                                                        | <b>KS3 NC Make</b> <ul style="list-style-type: none"> <li>Use tools, equipment and machinery correctly and accurately.</li> <li>Know the properties of materials used.</li> </ul> <b>KS3 NC Evaluate</b> <ul style="list-style-type: none"> <li>Analyse the work of past and present professionals</li> <li>Test, evaluate and refine their ideas.</li> <li>Consider the environment and the effect on society in the development of their product.</li> </ul>                                                                                                                         | <b>KS3 NC Make</b> <ul style="list-style-type: none"> <li>Use tools, equipment and machinery correctly and accurately.</li> <li>Consider the properties of the materials to be used.</li> </ul> <b>KS3 NC Evaluate</b> <ul style="list-style-type: none"> <li>Test, evaluate and refine their ideas through to completed product.</li> </ul>                                                                                                                                                                  |
| KNOWING WHAT... | <ul style="list-style-type: none"> <li>To know theory of metals - ferrous, non-ferrous and alloys, their properties and uses.</li> <li>How to gather research about a past designer to inspire the creation of ideas – Raymond Templier</li> <li>Health and safety – Casting and metal working</li> <li>RECALL - How to write a specification.</li> <li>Drawing skills – sketch ideas in 1 point perspective and/or isometric</li> </ul> | <ul style="list-style-type: none"> <li>Iterative design – Creating 3D sketch ideas using technical drawing skills isometric and/or one-point perspective, developing the design through card modelling and accurate drawings.</li> <li>Planning – 3rd Angle Orthographic projection, to scale.</li> <li>CAD - Techsoft 2D Design skills.</li> <li>CAM – Cutting the mould using the laser cutter.</li> <li>Manufacturing of a cast metal product in school.</li> <li>Finishing skills for metals.</li> <li>Planning of the graphics for a package following a specification</li> </ul> | <ul style="list-style-type: none"> <li>Manufacturing of a cast metal product in school with due regard for all H&amp;S procedures.</li> <li>Finishing skills for metals.</li> <li>CAD – Photoshop to generate the packaging graphics.</li> <li>Review/evaluate the project.</li> </ul>                                                                                                                                                                                                                        |
| KNOWING HOW...  | <b>Jewellery- (Theory, Research and Design)</b> <ul style="list-style-type: none"> <li>Theory of Metals and understand the composition and properties of Pewter.</li> <li>Gather research about the past designer Raymond Templier. Use this information to generate creative ideas for the jewellery.</li> <li>RECALL - Write a specification from the brief and the research.</li> </ul>                                               | <b>Jewellery - (Development - Evaluation)</b> <ul style="list-style-type: none"> <li>Use the influence of Templier to sketch ideas using 3D drawing skills. Render the developed design.</li> <li>Produce a card template and develop it using CAD.</li> <li>Planning – Third angle orthographic projection skill to draw out the design for their jewellery to scale.</li> <li>CAM Skills to cut the mould on the laser cutter.</li> <li>CAD skills to create the packaging in Photoshop.</li> <li>Cast pewter design following all H&amp;S protocol.</li> </ul>                      | <b>Jewellery – (Making- Evaluate)</b> <ul style="list-style-type: none"> <li>CAD skills to create the packaging in Serif Photo Plus.</li> <li>Cast pewter design following all H&amp;S protocol.</li> <li>Use skills to finish the jewellery to a high standard.</li> <li>Health and safety – Casting and metalworking and be able to cast the pewter jewellery correctly and safely.</li> <li>Review/evaluate the project – testing it out against the specification and asking others' opinions.</li> </ul> |

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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|  | <ul style="list-style-type: none"> <li>Drawing skills – isometric and rendering skills &amp; RECALL- one-point perspective from Y7.</li> </ul> | <ul style="list-style-type: none"> <li>Use skills to finish the jewellery to a high standard.</li> </ul> |  |
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| Autumn 1   |                                                                                                                                                                                                                                                                           | Autumn 2                                                                                                                                                                                                                                                                                                                                                                                                                                               | Spring 1                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
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| ASSESSMENT | <b>Week 9/10 - Knowledge Checks on the following:</b> <ul style="list-style-type: none"> <li>Metals – Theory</li> <li>Health and safety – Casting and metalworking.</li> <li>Drawing skills – isometric, rendering skills &amp; RECALL- one-point perspective.</li> </ul> | <b>Weeks 9-15 – Knowledge Checks on the following:</b><br><b>Design and Make Task- Pewter jewellery.</b> <ul style="list-style-type: none"> <li>Research - Raymond Templier to inspire designs.</li> <li>Use 3D drawing and rendering skills to sketch ideas for the Templier inspired jewellery.</li> <li>Developing an idea through the iterative design process.</li> <li>CAD CAM Skills</li> <li>Casting – Pewter correctly and safely.</li> </ul> | <b>Weeks 16/17 - Knowledge Checks on the following:</b> <ul style="list-style-type: none"> <li>The use of CAD, CAM and workshop tools and equipment to produce a final product that is suitable for the target market.</li> </ul> <b>Project summative assessment</b><br><b>Design and Make Task- Pewter Jewellery:</b><br><b>50% -</b> <ul style="list-style-type: none"> <li>Theory result from the Knowledge Checks</li> </ul> <b>50% -</b> <ul style="list-style-type: none"> <li>Design folder contents</li> <li>Quality of practical work – Raymond Templier Jewellery</li> </ul> <b>Overall % for the project given.</b> |

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