

	Half term 1 Learning Overview	Half term 2 Learning Overview	Half term 3 Learning Overview	Half term 4 Learning Overview	Half term 5 Learning Overview	Half term 6 Learning Overview
Year 7 DT Group:	1: Graphics Mechanisms and structures Nets- disassembly 2D- 3D objects How things move Simple machines Types of motion	1:Graphics Mechanisms and structures Building secure structures Cams and followers Setting the scene: foreground, background, characters.	1:Food Food, Nutrition and Health Introduction to the Food room and hygiene practices. Food commodities including cereals, cheese and proteins.	1: Food, Nutrition and Health Food commodities including cereals, cheese and proteins. The Eatwell Guide	1: RM Health and Safety in the workshop. Introduction to the workshop What is design/ technology? Introduction to basic tools and materials to make a Bauhaus style product. Introduction to the pillar drill. Sustainable resources Introduction to 2D Design.	1:RM Trinket box/ small gadget storage Developing making skills to make a small gadget storage container. Raw materials Using pillar drills to make different size holes. Introduction to belt sander and polishing machine. Cutting and shaping acrylic. Cutting and shaping steel rod. Assembly. Drawing skills. Smart and modern materials.
	2:Food Food, Nutrition and Health Introduction to the Food room and hygiene practices. Food commodities including cereals, cheese and proteins.	2: Food, Nutrition and Health Food commodities including cereals, cheese and proteins. The Eatwell Guide	2: RM Health and Safety in the workshop. Introduction to the workshop What is design/ technology? Introduction to basic tools and materials to make a Bauhaus style product. Introduction to the pillar drill. Sustainable resources Introduction to 2D Design.	2:RM Trinket box/ small gadget storage Developing making skills to make a small gadget storage container. Raw materials Using pillar drills to make different size holes. Introduction to belt sander and polishing machine. Cutting and shaping acrylic. Cutting and shaping steel rod. Assembly. Drawing skills. Smart and modern materials.	2: Graphics Mechanisms and structures Nets- disassembly 2D- 3D objects How things move Simple machines Types of motion	2:Graphics Mechanisms and structures Building secure structures Cams and followers Setting the scene: foreground, background, characters.

	<p>3: RM Health and Safety in the workshop. Introduction to the workshop What is design/ technology? Introduction to basic tools and materials to make a Bauhaus style product. Introduction to the pillar drill. Sustainable resources Introduction to 2D Design.</p>	<p>3:RM Trinket box/ small gadget storage Developing making skills to make a small gadget storage container. Raw materials Using pillar drills to make different size holes. Introduction to belt sander and polishing machine. Cutting and shaping acrylic. Cutting and shaping steel rod. Assembly. Drawing skills. Smart and modern materials.</p>	<p>3: Graphics Mechanisms and structures Nets- disassembly 2D- 3D objects How things move Simple machines Types of motion</p>	<p>3:Graphics Mechanisms and structures Building secure structures Cams and followers Setting the scene: foreground, background, characters.</p>	<p>3:Food Food, Nutrition and Health Introduction to the Food room and hygiene practices. Food commodities including cereals, cheese and proteins.</p>	<p>3: Food, Nutrition and Health Food commodities including cereals, cheese and proteins. The Eatwell Guide</p>
Art	<p>Tone and shade Introduction to Art, what is art? Expected structure of sketchbooks Drawing skills using tones and different pencils Observational drawings Elements of Art How to carry out an artist study</p>	<p>Using colour Colour wheels Primary and secondary colour Colour association Mondrian – Research/producing work in the style of Researching the work of Matisse Producing work in the style of Matisse</p>	<p>Portraits and proportions Drawing facial features Using scale and proportion to create a self portrait Cubism: portrait in the style of Pablo Picasso</p>	<p>Architecture Drawing in perspective</p>	<p>3D Art, environment and architecture Model making project using clay Artist study of Zaha Hadid</p>	<p>3D Art, environment and architecture Hunterwasser collagraphs Installation Art: Miro mobiles</p>
Year 8	<p>1: Graphics Celebration kits Disassembly of existing products Festivals and celebrations Sensory analysis Costing pre- portioned vs homemade Contexts and users</p>	<p>1: Graphics Celebration kits Typography Labelling legislation Production plans- photo Testing of outcomes Quality control Printing processes Registration marks</p>	<p>1: Food Nutrition and Health Macronutrients: Protein, carbohydrates and fats. Micronutrients: Vitamins and minerals.</p>	<p>1 :Food Food Choice Factors affecting food choice Seasonality</p>	<p>1: RM Photograph/picture frame Design movements – Pop Art 2D Design – drawing designs Timber joint uses - Half lap joint Vacuum forming Laser cutting Fixing methods</p>	<p>1:RM Design movement clock Target audience Learning aids to help with time Product analysis Design skills Iterative design process Selecting materials and processes</p>

						Orthographic drawings Assembly drawings
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Art	Tone and Colour recap Working with different media Artist study of Georgia O’Keefe Pepper outcome with 3 different media. (oil pastel, crayon and water colour)	Still life drawing from observation Using primary sources: natural and manmade objects Analyse work linking to vanitas Exploring a range of media: paint, water colour, oil pastels and chalk	Still life drawing from observation Exploring a range of media: paint, water colour, oil pastels and chalk Digital Art: using a computer to create art	Pen work pattern and ornamentation Alex Konahin: exploring patterns, symbols and ornamentation Using secondary sources: insects, wild animals, human anatomy Zentangles	Cultural Art African mask project: card and paper based	Cultural Art Land Art Mexican tin art (hojalata)

Year 9 DT Group:	1: Graphics Lampshade Review of nets and developments Papers and boards theory Paper and board practical experience Disassembly of existing products	1: Graphics Lampshades Iterative design Final outcome Dye cutting Embossing Laser cutting Professional finishes Decoration	1: Food Nutrition and Health Energy balance Nutritional needs for different groups of people Nutritional analysis	1: Food Food Science Denaturation and coagulation Caramelisation Raising agents	1: RM Desktop lamp Understanding electronics Inputs and outputs Structure/balance/movement Architectural influences Biomimicry Iterative design skills Ergonomics Anthropometrics	1:RM Desktop lamp Introduction to Fusion 360 Model making/ Prototyping 2D Design – laser cutting Selecting correct tools and machines Making and assembling Packaging Evaluation
	2: Food Nutrition and Health Energy balance Nutritional needs for different groups of people Nutritional analysis	2: Food Food Science Denaturation and coagulation Caramelisation Raising agents	2:RM Desktop lamp Understanding electronics Inputs and outputs Structure/balance/movement Architectural influences Biomimicry Iterative design skills Ergonomics Anthropometrics	2:RM Desktop lamp Introduction to Fusion 360 Model making/ Prototyping 2D Design – laser cutting Selecting correct tools and machines Making and assembling Packaging Evaluation	2: Graphics Lampshade Review of nets and developments Papers and boards theory Paper and board practical experience Disassembly of existing products	2: Graphics Lampshades Iterative design Final outcome Dye cutting Embossing Laser cutting Professional finishes Decoration

	3: RM Desktop lamp Understanding electronics Inputs and outputs Structure/balance/movement Architectural influences Biomimicry Iterative design skills Ergonomics Anthropometrics	3: RM Desktop lamp Introduction to Fusion 360 Model making/ Prototyping 2D Design – laser cutting Selecting correct tools and machines Making and assembling Packaging Evaluation	3: Graphics Lampshade Review of nets and developments Papers and boards theory Paper and board practical experience Disassembly of existing products	3: Graphics Lampshades Iterative design Final outcome Dye cutting Embossing Laser cutting Professional finishes Decoration	3: Food Nutrition and Health Energy balance Nutritional needs for different groups of people Nutritional analysis	3: Food Food Science Denaturation and coagulation Raising agents Caramelisation
Art	Embellished Image Study the work of Victoria Villasana Embroidery techniques Street Art Media samples Celebrity influences	Peter Blake collage and commercial artwork Building a composition Christmas cards linking to our Christian values	Lettering Paper Back Cover Art: Exploring the design to portray a story in fonts and images	We are from Derby Exploration of the artist or designers from Derby Analyse the style of Banksy to inform a personal response Is graffiti art? Link to art in the cathedral and museums	Printing Quick print Lino printing Repeat patterns William Morris	Clay work Grayson Perry: Exploring current concerns, outcomes of lockdown and gender identity Ceramic techniques: Handling and making skills This is me Outcome: Ceramic outcome drawing on years learning

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Year 10 Art, craft and design	<p>Introduction to Course structure</p> <p>Exploration of mechanical forms through drawing in a range of media.</p> <p>Print making techniques.</p> <p>Presentation techniques for annotation of work in sketch books</p>	<p>Completing Artist study</p> <p>Continued exploration of techniques linking to mechanical forms.</p> <p>Building reliefs</p> <p>Working in clay</p> <p>Working in textiles.</p>	<p>Exploration of natural form through drawing and photography techniques</p> <p>Development of proposals for a homeware product</p>	<p>Completion of proposal for a homeware product</p> <p>Realization of a homeware outcomes in textiles, clay, or mixed media.</p> <p>Reflection and evaluation on success of outcome</p>	<p>Exploration of cultural influences through draw and photography techniques</p> <p>Development of proposals for a piece of jewellery or garment</p>	<p>Completion of proposal for a piece of jewellery or garment</p> <p>Realization of an outcome in the form of a piece of jewellery or garment.</p> <p>Reflection and evaluation on success of outcome</p>
Year 10 Food Preparation and Nutrition	<p>Pastry and food presentation</p> <p>Food Science linked to pastry making. Functions of fats and flour in pastry. Puff, choux and shortcrust pastry practical.</p> <p>Presentation and garnish</p> <p>KS4 knife skills Presentation of savoury and sweet dishes.</p>	<p>Food Safety and food poisoning</p> <p>Micro-organisms and enzymes Signs of food spoilage Bacterial contamination</p>	<p>Nutrition</p> <p>Nutrients Energy needs Nutritional analysis Eatwell guide</p>	<p>Dietary related illness</p> <p>The big 6: obesity, heart disease, bone health, dental health, anaemia and diabetes.</p> <p>Factors affecting food choice</p> <p>Lifestyles Cost Availability Seasonality Religious diets</p>	<p>Food Science</p> <p>Cooking of food and heat transfer Functional and chemical properties of food</p>	<p>Food Science mock</p> <p>NEA 1 mock</p>
Year 10 Engineering Design	<p>UNIT R107: Developing and presenting engineering designs</p> <p>CAD- 2D design, fusion 360, Onshape Focus practical tasks linking to drawing skills</p>	<p>UNIT R107: Developing and presenting engineering designs</p> <p>Submit Jan</p> <p>CAD- 2D design, fusion 360, Onshape Focus practical tasks linking to drawing skills</p>	<p>UNIT R105: Design Briefs, design specifications and user requirements</p> <p>Theory content delivered through practical experiences</p>	<p>UNIT R105: Design Briefs, design specifications and user requirements</p> <p>Theory content delivered through practical experiences</p>	<p>UNIT R105: Design Briefs, design specifications and user requirements Papers Sit May</p> <p>Theory content delivered through practical experiences</p>	<p>UNIT R106: Product analysis and research</p> <p>Disassembly of Bluetooth speakers Product analysis of speakers currently on the market</p>
Year 11	<p>Exploration of a touring exhibition through drawing and photography techniques</p>	<p>Completion of proposal for a homeware product</p>	<p>Preparation for Component 2</p>	<p>Completion of proposal for a personal response, students</p>	<p>Completion of 10 hour controlled assessment</p>	

Art, craft and design	Development of proposals for a fine art, graphics or photography outcome.	Realization of an outcome based on student proposals and choice of media. Reflection and evaluation on success of outcome.	Exploring the component 2 themes set by the exam board. Selecting media to create samples in and Artists to work in the style of.	will select the media they work in.		
Year 11 Food Preparation and Nutrition	NEA 1 Food investigation task Worth 15% of GCSE grade 1500- 2000 word report produced based on one of three AQA briefs.	NEA 1 Food investigation task Worth 15% of GCSE grade 1500- 2000 word report produced based on one of three AQA briefs.	NEA 2 Food preparation task Worth 35% of GCSE grade Electronic portfolio produced with photographic evidence of 3 practical dishes. 3 hour practical exam	NEA 2 Food preparation task Worth 35% of GCSE grade Electronic portfolio produced with photographic evidence of 3 practical dishes.	Revision: Processing and production Technological advances Environmental impact and sustainability	
Year 11 Engineering Design	UNIT R106: Product analysis and research Digital portfolio of work Submit Nov	UNIT R108: 3D Design realisation	UNIT R108: 3D Design realisation Submit Jan	UNIT R108: 3D Design realisation UNIT R106: Product analysis and research resubmission if needed	UNIT R105: Design Briefs, design specifications and user requirements Papers Sit May	UNIT R105: Design Briefs, design specifications and user requirements Papers Sit May