

Subject DT	Autumn 1	Why are you delivering this topic at this time of year?	Autumn 2	Why are you delivering this topic at this time of year?	Spring 1	Why are you delivering this topic at this time of year?
	Predators	- Identify features that help predators survive. - Produce observational and perspective drawings. - Construct cube frameworks and 3D structures. - Design and build a predator-inspired model. - Evaluate their completed product against design criteria.	Potions	- Identify the purpose and design features of products. - Understand material properties including flexibility, transparency and waterproofing. - Communicate ideas through annotated sketches and exploded diagrams. - Plan and manufacture a potion-themed container. - Evaluate and improve finished products through testing and feedback.	Scream Machines	- Understand forces including friction, gravity and air resistance. - Investigate levers, pulleys and mechanical systems. - Design products using sketching and CAD software. - Construct a working fairground ride prototype. - Use programmable technology such as Micro:bit, Crumble or LEGO SPIKE. - Test, evaluate and refine their designs.
Yr 7/8	Students explore the characteristics of predators and use nature as inspiration for design. They investigate animal adaptations, observational drawing techniques and perspective drawing before progressing to 3D design and construction.		Students investigate the design of containers and packaging, exploring the properties of materials and how products are designed for specific purposes. They create and manufacture a potion container linked to the project theme.		Students investigate forces, mechanisms and movement through the design and construction of a fairground ride prototype. They explore levers, pulleys, friction and mechanical systems before incorporating programmable technology into their designs.	
	Spring 2	Why are you delivering this topic at this time of year?	Summer 1	Why are you delivering this topic at this time of year?	Summer 2	Why are you delivering this topic at this time of year?
	Stargazers	- Understand how technological developments influence products. - Develop design specifications and communicate ideas using CAD. - Select materials based on their properties and suitability. - Construct stable and effective prototype structures.	Road Trip USA	- Investigate cultural design influences. - Understand the properties of different materials. - Produce labelled design plans. - Safely join, shape and assemble materials.	Time Traveller	- Explore how material selection affects product performance. - Generate and communicate design ideas. - Select suitable materials and tools.
	Students investigate products used in space exploration and explore how technological developments influence design. They develop CAD skills, select appropriate materials and build a prototype		Students explore the history and design of totem poles while developing their understanding of materials, structures and construction methods. They design, construct and evaluate their own model.		Students apply the skills learned throughout the year to design and construct a time machine model. They investigate materials, develop design ideas, plan construction methods and evaluate their final products	

	inspired by space technology.	• Evaluate products against design criteria and suggest improvements.		• Construct and refine a totem pole model. • Evaluate their work and identify areas for improvement.		• Construct strong and stable structures. • Test and evaluate products against a design brief. • Present and justify design decisions, reflecting on improvements and future developments.
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Yearly Overview NCFE /Construction 2026 - 2027												
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Yr 9	NCFE Level 1 Award in Health & Safety	Understanding Health & Safety in the workplace	NCFE Level 1 Award in Health & Safety	Understanding Health & Safety in the workplace	Unit 10 Painting skills for interior ceilings and walls	Introduction to building confidence in applying skills to meet criteria	Unit 13 Carpentry Hand skills	Introduction to building confidence in applying skills to meet criteria	Unit 12 Floor and wall tiling Know about tools, equipment and materials used in floor and wall tiling	Introduction to building confidence in applying skills to meet criteria	Unit18 Plumbing skills	Introduction to building confidence in applying skills to meet criteria
Yr 10	Unit 10 Painting skills for interior ceilings and walls	Building confidence in applying skills to meet criteria	Unit 10 Painting skills for interior ceilings and walls	Building confidence in applying skills to meet criteria	Unit 10 Painting skills for interior ceilings and walls	Building confidence in applying skills to meet criteria	Unit 13 Carpentry Hand skills	Building confidence in applying skills to meet criteria	Unit 13 Carpentry Hand skills	Building confidence in applying skills to meet criteria	Unit 13 Carpentry Hand skills	Building confidence in applying skills to meet criteria
Yr 11	Unit 12 Floor and wall tiling Know about tools, equipment and materials used in floor and wall tiling	Unit 12: The learner will complete Relevant PowerPoints when timetabled for room 9 ICT time	Unit 12 Floor and wall tiling Know about tools, equipment and materials used in floor and wall tiling	Unit 12: The learner will complete Relevant PowerPoints when timetabled for room 9 ICT time	Unit18 Plumbing skills	Building confidence in applying skills to meet criteria	Unit18 Plumbing skills	Building confidence in applying skills to meet criteria	Course work completion	Course work completion		