

KS4 D&T (TEXTILES) CURRICULUM PLANNING MAP



WHAT IS DESIGN AND TECHNOLOGY AT KS4: A GCSE in Design and Technology offers a foundation in the principles and iterative design practices of various 21st century design and manufacture industries. The qualification offers flexibility in the approaches students use to apply knowledge and understanding of these practices and principles when designing and making prototypes that solve real and relevant problems.

QUALIFICATION AND ACHIEVEMENT: Students will achieve a GCSE grade 9-1 in Design and Technology. The GCSE is made up of 2 components. In the written exam students can chose a category to focus on for the in-depth knowledge section. The internal assessment contextual challenge is set by the exam board.

External assessment	Internal assessment
Design and Technology Principles exam (2 hours)	Non examined assessment (NEA) (40 hours)
Exam occurs in May/June of year 11	Starts in June of year 10
100 marks	100 marks
50% weighting	50% weighting

YEAR 11: From June of Year 10 until the end of the spring term, students will work independently to complete the Contextual design challenge Non examined assessment (NEA) from a contextual challenge set by the examination board. Alongside this students will prepare for the 2 hour Principles of Design and Technology written paper that will be taken in May/June. The written paper has 15% maths based questions and will test both their core and in-depth knowledge on several of the categories below:

- Paper and board
- Timbers
- Metals
- Polymers
- Textiles

YEAR 10: Using the skills gained in year 9, students will complete a number of practical design projects. They will be expected to work independently and be resourceful. Their creativity is encouraged and problem solving skills are developed. Students will work on a number of topics such as exploring context and existing designs and wider influences on design to develop their understanding and knowledge of the Design and technology subject. Students work on practical tasks to enhance their product developing ability to prepare them for their Contextual design Challenge in year 11 and for the real world.

YEAR 9: Students will focus on developing the skills needed to complete the Contextual design challenge, which starts at the end of YR10 . Students will complete both practical and theory lessons to prepare them for the Principles of Design and Technology exam. These will cover the main categories in the subject. They will be aware of health and safety implications and be more responsible for working independently and safely.

