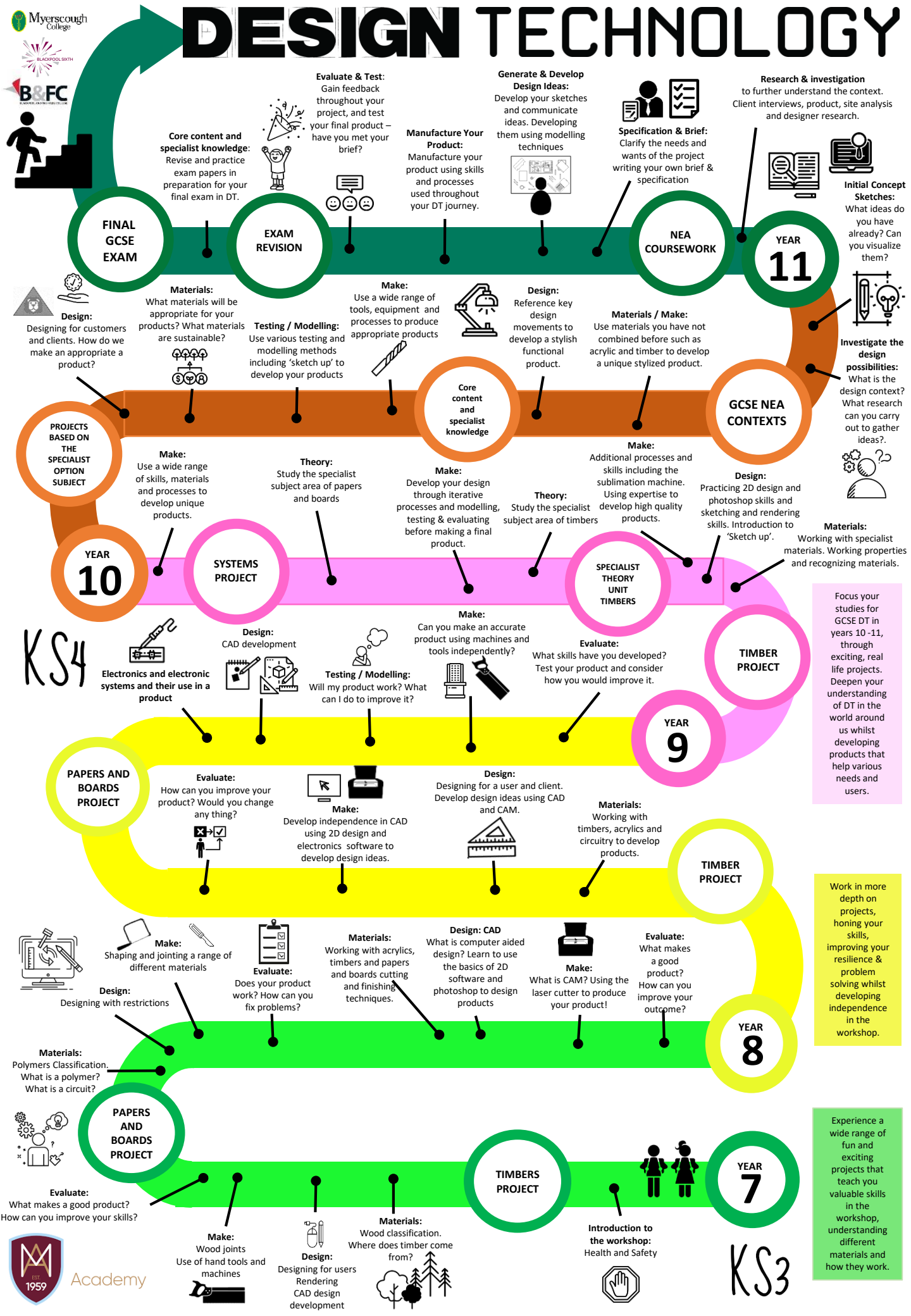


DESIGN TECHNOLOGY



KS4



FINAL GCSE EXAM

Core content and specialist knowledge:
Revise and practice exam papers in preparation for your final exam in DT.

EXAM REVISION

Evaluate & Test:
Gain feedback throughout your project, and test your final product – have you met your brief?

Manufacture Your Product:
Manufacture your product using skills and processes used throughout your DT journey.

Generate & Develop Design Ideas:
Develop your sketches and communicate ideas. Developing them using modelling techniques

Specification & Brief:
Clarify the needs and wants of the project writing your own brief & specification

Research & investigation
to further understand the context. Client interviews, product, site analysis and designer research.

Initial Concept Sketches:
What ideas do you have already? Can you visualize them?

Investigate the design possibilities:
What is the design context? What research can you carry out to gather ideas?

Materials:
Working with specialist materials. Working properties and recognizing materials.

Focus your studies for GCSE DT in years 10-11, through exciting, real life projects. Deepen your understanding of DT in the world around us whilst developing products that help various needs and users.

Work in more depth on projects, honing your skills, improving your resilience & problem solving whilst developing independence in the workshop.

Experience a wide range of fun and exciting projects that teach you valuable skills in the workshop, understanding different materials and how they work.

Design:
Designing for customers and clients. How do we make an appropriate a product?

Materials:
What materials will be appropriate for your products? What materials are sustainable?

Testing / Modelling:
Use various testing and modelling methods including 'sketch up' to develop your products

Make:
Use a wide range of tools, equipment and processes to produce appropriate products



Design:
Reference key design movements to develop a stylish functional product.

Materials / Make:
Use materials you have not combined before such as acrylic and timber to develop a unique stylized product.

NEA COURSEWORK

YEAR 11

Make:
Use a wide range of skills, materials and processes to develop unique products.

Theory:
Study the specialist subject area of papers and boards

Make:
Develop your design through iterative processes and modelling, testing & evaluating before making a final product.

Theory:
Study the specialist subject area of timbers

Make:
Additional processes and skills including the sublimation machine. Using expertise to develop high quality products.

Design:
Practicing 2D design and photoshop skills and sketching and rendering skills. Introduction to 'Sketch up'.

YEAR 10

SYSTEMS PROJECT

SPECIALIST THEORY UNIT TIMBERS

TIMBER PROJECT

Design:
CAD development



Testing / Modelling:
Will my product work? What can I do to improve it?

Make:
Can you make an accurate product using machines and tools independently?



Evaluate:
What skills have you developed? Test your product and consider how you would improve it.

PAPERS AND BOARDS PROJECT

Evaluate:
How can you improve your product? Would you change anything?



Make:
Develop independence in CAD using 2D design and electronics software to develop design ideas.



Design:
Designing for a user and client. Develop design ideas using CAD and CAM.

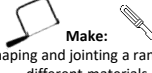


Materials:
Working with timbers, acrylics and circuitry to develop products.

TIMBER PROJECT

YEAR 9

Make:
Shaping and jointing a range of different materials



Evaluate:
Does your product work? How can you fix problems?



Materials:
Working with acrylics, timbers and papers and boards cutting and finishing techniques.

Design: CAD
What is computer aided design? Learn to use the basics of 2D software and photoshop to design products



Make:
What is CAM? Using the laser cutter to produce your product!

Evaluate:
What makes a good product? How can you improve your outcome?

YEAR 8

Materials:
Polymers Classification. What is a polymer? What is a circuit?

PAPERS AND BOARDS PROJECT

TIMBERS PROJECT

YEAR 7

Evaluate:
What makes a good product? How can you improve your skills?

Make:
Wood joints Use of hand tools and machines



Design:
Designing for users Rendering CAD design development



Materials:
Wood classification. Where does timber come from?



Introduction to the workshop:
Health and Safety



KS3