

Technology Faculty Five Year Curriculum Plan

Focus / Term	Half term one	Half term two	Half term three	Half term four	Half term five	Half term six
Year 7: Topic covered	Graphics, board game	Mechanisms	Healthy Eating	Illustration skills	Food -	Product design
Character focus	Reflection	Determination	Respect	Perseverance	Citizenship	Curiosity
Assessed piece	Game product	Pop up card product	Menu proposal	Illustrations portfolio	Pocket torch	Picture frame
Percentage of PLC	80	30	100	20	100	80
Year 8: Topic covered	Graphics, board game	Mechanisms	Healthy Eating	Illustration skills	Product design	Product design
Character focus	Reflection	Determination	Respect	Perseverance	Citizenship	Curiosity
Assessed piece	Game product	Pop up card product	Menu proposal	Illustrations portfolio	Passive speaker	Storage Box product
Percentage of PLC	80	30	100	20	100	80
Year 9: Topic covered	Graphics, board game	Mechanisms	Healthy Eating	Illustration skills	Product design	Product design
Character focus	Reflection	Determination	Respect	Perseverance	Citizenship	Curiosity
Assessed piece	Game product	Pop up card product	Menu proposal	Illustrations portfolio	Passive speaker	clock
Percentage of PLC	80	30	100	20	100	80
Year 10: Topic covered	R107 illustration	R107 illustration	R105 Design needs	R107 illustration	R108 Manufacturing	R108 manufacturing
Character focus	Motivation	Motivation	Tolerance	determination	Perseverance	Perseverance
Assessed piece	Portfolio Objective 1	Portfolio Objective 2	Exam paper/Qu	Portfolio Objective 3	Speaker product	Speaker Product
Percentage of PLC	40	30	20	30	80	80
Year 11: Topic covered	R107 illustration	R106 Investigation	R105 Design needs	R108 Manufacturing	R108 manufacturing	
Character focus	determination	Curiosity	Tolerance	Perseverance	Perseverance	
Assessed piece	Portfolio Objective 3	Portfolio (complete)	Exam paper/Qu	Speaker product	Speaker Product	
Percentage of PLC	30	100	20	80	80	