DESIGN & TECHNOLOGY CURRICULUM INTENT

The Rodillian Design & Technology curriculum aims to support all learners to work on a variety of design projects, in a stimulating environment, using workshop-based tools and equipment. Students work with a range of materials, giving them an understanding of their properties and how they can be used in the design and manufacture of products.

Using specialised tools, processes and techniques, our students are enabled to combine technological knowledge and the application of practical skills, with creativity, to design products for human needs.

Our students work towards engaging in the iterative process of investigating, designing, making and evaluating. Leading to the manufacture of products that consider function and purpose, whilst developing analytical thinking, problem solving, and presentation skills.

Students will learn about the impact that manufacturing will have on our lifestyle and the environment. Empowering them to learn how to make a positive impact.

We aim to develop students with the confidence and resilience to apply themselves to tasks, both on their own and in groups. To evolve the lively, enquiring minds of individuals who aspire for future success

DESIGN & TECHNOLOGY CURRICULUM IMPLEMENTATION				
KS3 Year 7 13-week rotation. 2 lessons a week		KS3 Year 8 13-week rotation. 2 lessons a week		
 DET RESISTANT MATERIALS INVESTIGATING>DESIGNING>MAKING>EVALUATING Plastics and Polymers DESIGN BRIEF Product to hold postik notes Provide protection and decoration. Allow notes to be easily removed Provide protection and decoration. Allow notes to be easily removed Pro general use and suitable for a target audience Made from sustainable materials PRACTICAL KNOWEDGE. PRACTICAL KNOWEDGE. Proves filing Proses filing Proses filing Protes a sequence of design and assembly PREVENTION KNOWEDGE. PREVENTION KNOWEDGE.	DET TEXTILES INVESTIGATING>DESIGNING>MAKING>EVALUATING Fabrics and Fibres DESIGN BRIEF • Mobile phone holder • Provide protection, decoration. Allow device to be used hands free • For general use and suitable for target audience • Made from sustainable materials PRACTICAL KNOWLEDGE. <u>Practise & Action</u> • Manufacturing using a sewing machine • Manufacturing using cotton • Tie dye and fabric pastels for surface decoration • Demonstrate accurate and precise drawing and making skills THEORETICAL KNOWLEDGE. <u>Concepts & Principles</u> • Workshop rules and safety Key terms for: • Textiles surface decoration techniques • Textile equipment • Textiles materials • How textiles are made • Parts of a sewing machine Assessment. Bronze. Silver. Gold resilience grade	DET RESISTANT MATERIALS INVESTIGATING>DESIGNING>MAKING>EVALUATING Timbres DESIGN BRIEF 9 Storage box. Personal and small items 9 Made from sustainable materials 9 Use at least one wood joining method 9 Use at least one wood joining method 9 Use at least one wood joining method 9 Removable lid using CAD/CAM PRACTICAL KNOWLEDGE. <u>Practise & Action</u> 9 Working drawing 9 Working and cutting 9 Word Joints 9 Making a lap joint 9 Moksing timbres 9 Follow a sequence of design and assembly 9 CAD/CAM MEDRETICAL KNOWLEDGE. <u>Concepts & Principles</u> 9 Workshop rules and safety 9 Difference between hardwoods and soft woods 9 Manufactured boards 9 Sustainability Massessment. Bronze. Silver. Gold resilience grade	DET TEXTILES INVESTIGATING>DESIGNING>MAKING>EVALUATING Fabrics and Fibres DESIGN BRIEF • Pencil case • Safely store item of stationary • Made from sustainable materials • Made from sustainable materials • Theme of British Nature • To be soldi in a National Trust shop PRACTICAL KNOWLEDGE. PARCTICAL KNOWLEDGE. • How to create and use a mood board • How to analyse existing products • How to analyse existing products • How to goin fabrics • Morking to a design criteria • Selecting and inserting a fastening • How to join fabrics • Applique • Pattern drafting • Pattern drafting • Threading up a sewing machine • Morkshop rules and safety • Sustainability/ GRs • Key terms for Textiles printing techniques • Design Criteria/design work and gathering opinions	

DESIGN & TECHNOLOGY IMPLEMENTATION KS3 Year 9. 2 lessons a week				
Ferrous and Non Ferrous metals	Fabrics and Fibres	Timbres	Papers and Boards	
INVESTIGATING>DESIGNING>MAKING>EVALUATING DESIGN BRIEF. Candle Holder PRACTICAL KNOWLEDGE. <u>Practise & action</u> • Investigate the design context • Research to inspire design ideas • Working with design briefs and specifications • Technical drawing. Isometric and third angle projection • Measuring, marking and cutting materials safely and accurately • Filing and finishing metals • Using the brazing hearth to permanently join metals • Follow a sequence of design and assembly <u>THEORETICAL KNOWLEDGE Concepts & Principles</u> • Workshop rules and safety • Properties of ferrous and non-ferrous metals • Critically evaluate work and fitness for purpose Assessment. Bronze. Silver. Gold Resilience grade	INVESTIGATING>DESIGNING>MAKING>EVALUATING DESIGN BRIEF. Bag for Life PRACTICAL KNOWLEDGE. <u>Practise & Action</u> • Investigating the design context • Research to inspire design ideas • Working with design briefs and specifications • Design drawing: sketching, development drawings, final design renderings • Design drawing: sketching, development drawings, final design renderings • Pattern drafting • Sublimation printing • ICT CAD • Measuring, marking and cutting materials safely and accurately • Using the sewing machine to join fabrics • Follow a sequence of design and assembly THEORETICAL KNOWLEDGE <u>Concepts & Principles</u> • Workshop rules and safety • Properties of Fabrics and fibres • Critically evaluate work and fitness for purpose	INVESTIGATING>DESIGNING>MAKING>EVALUATING DESIGN BRIEF. Storage Device PRACTICAL KNOWLEDGE. <u>Practise & Action</u> • Investigating clients • Technical drawing • Following a plan of assembly • Selecting and applying finishes THEORETICAL KNOWLEDGE <u>Concepts & Principles</u> • Workshop rules and safety • Properties of timbres • Critically evaluate work and fitness for purpose • Key terms for: • Manufacturing techniques • Hand tools and machine tools Assessment. Bronze. Silver. Gold Resilience grade	INVESTIGATING>DESIGNING>MAKING>EVALUATING DESIGN BRIEF. Point of Sale Display PRACTICAL KNOWLEDGE. <u>Practise & Action</u> • Computer graphics • Photoshop • Image manipulation • Pattern development • Paper/boards 3D structure • Using a craft knife • Using a dhesives THEORETICAL KNOWLEDGE <u>Concepts & Principles</u> • Sustainability • How papers and boards are made • Drigins of papers/boards • Properties of papers/boards • Uses of papers/boards • Uses of papers/boards	

DESIGN & TECHNOLOGY CURRICULUM IMPLEMENTATION

KS4 Year 10 GCSE	KS4 Year 11. Technical Award	
6 lessons a week	6 lessons a week	
D 16320112 8 WEEK		
WJEC EDUQAS GCSE DESIGN & TECHNOLOGY	WJEC EDUQAS Level 1/2 Vocational Award in Construction and the Built Environment	
Component 1: DESIGN & MAKING PRINCIPLES. TECHNICAL PRINCIPLES.	Unit 1: INTRODUCTION TO THE BUILT ENVIRONMENT. On-screen examination: 1 hour 30 minutes 40% of	
Design and Technology in the 21st Century Written examination: 2 hours 50% of qualification. TECHNICAL PRINCIPLES. DESIGN & MAKING PRINCIPLES • Manufacturing techniques • Sustainability	 qualification. Develop skills, knowledge and understanding in identifying, explaining and evaluating different ideas and concepts of the built environment. Explore a range of profession and trade roles, and structures and buildings 	
 Energy generation Polymers / metals 	Unit 3: CONSTRUCTING THE BUILT ENVIRONMENT. Controlled assessment: 30 hours 60% of	
Papers/textiles	qualification	
 Smart materials/ technical textile Timbers 	Develop skills, knowledge and understanding of three construction trade areas. including planning,	
Mechanical/electrical systems	undertaking and evaluating construction tasks. Electrician, plumber, painter/decorator	
	 AD1 Demonstrate knowledge and understanding 	
Component 2: DESIGN AND MAKE TASK. Non-exam assessment NEA: approximately 35 hours 50% of	 AD2 Apply practical skills, knowledge and understanding in a variety of contexts 	
qualification AD1 Identify, investigate and outline design possibilities to address needs and wants	AD3 Analyse and evaluate. Present conclusions	
AD7 Identity, investigate and outline design possibilities to address needs and wants AD2 Design and make prototypes that are fit for purpose	Graded Level 1 Pass, Level 1 Merit, Level 1 Distinction, Level 1 Distinction*, Level 2 Pass, Level 2 Merit,	
AO3 Analyse and evaluate: Design decision and outcomes including for prototypes made by themselves	Level 2 Distinction, Level 2 Distinction*	
and others wider issues in design and technology		
AD4 Demonstrate and apply knowledge and understanding of: technical principles		
designing and making principles Graded GCSE 1 to 9		