DESIGN & TECHNOLOGY

YEAR 11

FINAL GCSE EXAM

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

EXAM REVISION

AO3: Evaluate & Test: Gain feedback throughout your project, and test your final product – have you met your brief?

AO2: Realise Design ideas: Manufacture your product using skills and processes used throughout your DT journey.

AO2: Generate & Develop Design Ideas: Develop your sketches and communicate ideas. Developing them using modelling techniques

NEA COURSEWORK

AO1: Specification & Brief: Clarify the needs and wants of the project writing your own brief & specification

AO1:Research & investigation Follow on from your summer task 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?.

KS4

GCSE NEA CONTEXTS

Upcycling Textiles

Design: Designing for a specific person or group

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

Making: Pillowcase dress and upcycled product of choice.

Designer Lighting

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

Testing / Modelling: Use various testing and modelling methods to iterate your product

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

YEAR 10

Urban development

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

Materials: Papers and boards

Design: Perspective drawing, CAD development

Making: Pattern making, seams and hems, fastening techniques

Design Movement Tote Bag

Design: Stencil design inspired by a design movement

Materials: Woven fabric, pattern blocks, sewing machine, fastening systems

Mechanisms

Linkages, levers and pulleys. Systems in the real world

Materials: Working with card in order to construct sketch models

YEAR 9

Cultural Cushion

Design: Printed design inspired by a culture

Make: Introduction to the sewing machine. Transfer printing and dyeing techniques.

Evaluate: How successful is your product? How can you develop it further?

Biomimicry

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

Evaluate: At each stage of making, how can you improve your product? Would you change anything?

Make: Develop independence in CAD using 2D design software to make complex design ideas.

Design: Designing for a user and client. What is an isometric projection? Develop design ideas using CAD.

Jewellery Casting

Materials: Working with acrylics and pewter to cast a product

Y9 - 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 designing skills, improving your resilience & problem solving whilst developing independence in the subject

YEAR 8

Wall Hanging

Make: Thermoforming Shaping manufactured boards Basic circuitry and soldering

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

Materials: Working with textiles, construction and decorative techniques.

Design: Landscape designs inspired by David Hockney

Make: Paper weaving, finger knitting, felt making and embroidery/ embellishment

Evaluate: How successful is your product? How can you develop it further?

Key Chain Torch

Design: Designing with restrictions Orthographic Projection & Rendering

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

Specification: Can you write a detailed spec? What are the key points?

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

Make: Use of hand tools and machines

Materials: Plastic classification. Thermo & Thermoset

YEAR 7

Noughts & Crosses

Materials: Wood classification. Where does timber come from?

Kon Tiki Challenge

Team problem solving

Introduction to the workshop: Health and Safety

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

KS3