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DESIGN & TECHNOLOGY
LEARNING
JOURNEY

A Level Product Design



50% NEA 50% EXAM

A Level Fashion & Textiles



50% NEA 50% EXAM

KS5

Food Preparation & Nutrition



50% NEA 50% EXAM

GCSE Design & Technology



50% NEA 50% EXAM

KS4

Year 9

CAD/CAM



- How to use CAD/CAM
- Microbit programming
- Skills in 2D Design program
- Using 3D design software to realise products

E-Keyring



- Existing products and alternative power sources
- Designing and modelling design ideas
- Hand stitching electrical circuits
- Research advances in modern technology materials

Candle Holder



- Research metals and their properties
- Product design
- Use of hand and machine tools
- Developing skills working with metals

File Box



- Study of design eras
- Drawing technique
- Working with nets
- Knowledge of Vinyl cutting and its end uses

Street Food



- Research proteins, and micro-organisms
- The impacts of food production
- Develop appreciation for cultural diets
- Final street food practical task

Global Challenge



- Understanding user needs
- Researching environmental issues and inclusive design
- Design ideas around a context
- Prototyping and modelling idea

Shorts



- Understanding synthetic fibres and their sources
- Safe use of the sewing machine
- Analysis of existing products
- Pinning, sewing and cutting skills

Phone Holder



- Knowledge of types of woods
- Use of hand tools
- User centered design
- Use of marking out equipment for precision

Model House



- Research of paper and board
- Working to mathematical scale
- Safe use of craft knives
- Using hand tools accurately

Portable lunch



- Research carbohydrates and sugars
- Understand cultural cuisines
- Make nutritionally balanced meals
- Final portable practical task

Year 8

Year 7

Wildlife House



- Life cycle of a product
- Understanding the impacts of plastic waste
- Use waste to produce a product to combat climate change
- The impacts of climate change

Monster Toy



- Where do natural fibres come from?
- Safety requirements of soft toys
- Designing for a user
- Hand stitching, finishing products for safe use

Visibadge



- Understand electrical circuits
- Use of strip heater and soldering
- Working to mathematical tolerances
- Record keeping as a production diary

Chocolate Box



- Research existing products
- Designing for a theme
- Producing packaging graphics
- Use of vacuum former to create a mould

Breakfast



- Safe use of kitchen equipment
- Understanding the providence of food miles
- Developing cooking skills
- Final breakfast practical task

Innovation

Textiles

RM

Graphics

Food