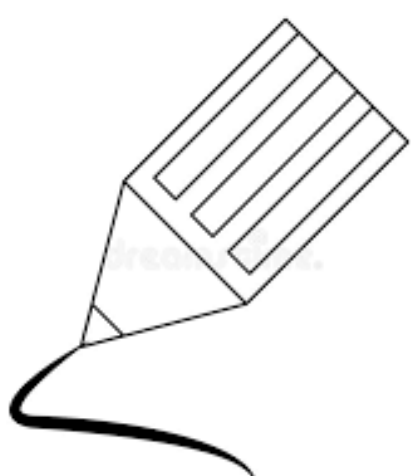


DESIGN AND TECHNOLOGY LEARNING JOURNEY



DESIGN: NEA
Students work through their NEA: Iterations, User Feedback, Manufacture, Evaluation
Theory Knowledge: Relevant interruptions

REVISION
Core, Specialist, Designing and Making Princi-

A-level
AQA
Product design

DESIGN: Short projects to build skills
Theory Knowledge:
Paper 1: Technical Principles
Paper 2: Designing

DESIGN: NEA
Students work through their NEA: Research, Brief and Specification, Initial designs, Development, .
Theory Knowledge: Relevant interruptions

YEAR 11
AQA

AQA
Product design
Year 13

DESIGN: Mock NEA
Students introduced to the structure of the NEA through a teacher led project with the theme: Learning Through Play

DESIGN: Short Skills Projects
Students close gaps in learning through short skills projects such as the 'Company Sign pro-

DESIGN Collectable Token Display
Mixed tools and CAD/CAM to create a display for a collectable token for a specific Target Market.
Theory Knowledge: Specialist Technical Princi-

YEAR 10
AQA

DESIGN: NEA MAJOR PROJECT
Theory Knowledge:
Paper 1: Technical Principles



KS3 NATIONAL CURRICULUM:

- Use research and exploration, such as the study of different cultures, to identify and understand user needs
- Identify and solve their design problems and develop specifications to inform the design of innovative, functional, appealing products responding to needs in a variety of situations.
- use a variety of approaches [for example, user-centred design], to generate creative ideas and avoid stereotypical responses develop and communicate design ideas using annotated sketches, detailed plans, 3-D and mathematical modelling, oral and digital presentations and computer-based tools.
- Select specialist tools, techniques, processes, equipment and machinery including computer-aided manufacture.
- Use a wider, more complex range of materials, components and ingredients, taking into account their properties.
- Analyse the work of past and present professionals and others to develop and broaden their understanding.
- Investigate new and emerging technologies, test, evaluate and refine their ideas and products against a specification, taking into account the views of intended users and other interested groups.

DESIGN Gadget Tidy
Students consolidate skills in various areas to design a gadget tidy for a selected Cli-

THEORY KNOWLEDGE:
Materials Knowledge
Sustainability
DT CORE PRINCIPLES

DESIGN: Coin-safe project Working within constraints, De Stijl movement as surface design.
Material: focus MDF, Acrylic, Vinyl,

DESIGN: Automata project Introducing mechanical movement, surface design finishes and basic workshop tools.

YEAR 9
AQA
GCSE

Textiles: John Bergman Bag project using sewing machines and fabric transfer to create a draw-string bag. Cultural links to fash-

Workshop: Pandora's Box project using CAD/CAM and Pewter Casting. Cultural links to Ancient Greece and cross cur-

Graphic Skills: Book Design Project using Adobe Illustrator. Acrylic and Vinyl Phoneholder project using CAD and la-

YEAR 8
Skills
Graphics and workshop

Textiles: Emoji project introducing hand stitching and cultural links to Japan, modern communication methods through tech-

Workshop: Pencil box with acrylic novelty handle. CAD and CAM, 2d Design Software. Workshop safety- cutting tools

Graphic skills: Layout, Rendering, 1 point perspective representation and 2 point perspective representation.

YEAR 7
Skills
Graphics and workshop