

Curriculum Map – Design Technology

– KS4 3D Design

– KS3 Rotation



Externally set assignment
AO1,2 &3 – responding to
designers, craftspeople,
artists.

Additional research, working
in different materials and
different techniques

Externally set assignment
AO3&2 – developing ideas,
modelling, maquette making
Variety of media and techniques

Externally set
assignment
AO4 – 10hr exam

Extended Unit
AO4 – realising
intentions (mock
exam)

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Extended Unit
AO3 –
recording from
observation,
drawing,
photography

Extended Unit
AO1 – responding to
designers, craftspeople,
artists
Research and response

Extended Unit –
Personal Investigation
AO1 – responding to designers,
craftspeople, artists

Extended Unit
AO2 – developing ideas,
modelling, range of
media and techniques

Mini-project - Lamps
Covering all AOs.

Continuation of workshop
skills

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Skateboard unit – introduction to
Assessment Objectives and how to present
work
Researching and responding to designers,
artists
Developing ideas and investigating media
and techniques

Box unit – understanding the
Assessment Objectives
Research, development and
design
Joints, Nets, Model making
2D design

Box unit – design
Ceramic modelling
Glazing
Completing finished product

Food – Sustainable
Proteins
Sustainability -
importance of
sustainable protein
The nutrition - benefits of
eating sustainable
proteins.

Building on cooking skills
using a range of
equipment.

Reducing Food Waste

Food practical –
Handling and cooking raw
meat

Food safety, correct
cooking temperatures
Using small and large
equipment

Skateboard unit - 2D
design and laminating
Realising intentions

Food – Celebration of Culture
Where food comes from.
Nutrition and the benefits of
healthy eating.
Developing skills and knowledge - to
support healthy growth
Making good decisions about food
Researching and celebrating a range
of cultures.

Food practical –
Food safety
Handling and cooking raw meat,
using a probe, correct temperatures
Using hob and oven
Using small and large equipment

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Graphic Design – Diner/Party
Skill development

Research – business, themes, demographic

Observational studies

Research – Artists and Illustrators

Skill development

Typography, packaging, product design (bags, business
cards, menus, invitations)

Product Design – Lighting
Looking at design movements,
modelling skills, hand and machine
tools, decoration
Construction
Electronics and soldering

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Food – Eat like a Sports Star
What we eat - how we perform.
Nutrition and the benefits of
healthy eating.

Developing knowledge and
practical skills to cook a range of
healthy meals and snacks
Making good decisions about food
Sustainable and locally
produced foods

Food practical –
Using principles of Food safety
within the class room.
Hygiene and washing use.

Use of small knives and hob, oven.

Graphic Design – Rainforest
Tunnel book

Introduction to graphics –
Typography, logo, illustration,
information graphics.

Design and construction – foreground,
middle ground, background.

Card construction – sake use of craft
knives.

Product Design – Picture frame
Looking at Alessi design
Product analysis
Working with a client and consumer testing
Designing – isometric, orthographic,
Making - card modelling, mitre joint, using hand tools,
machines safely.

Graphic Design – Festivals
Working to a design brief
Research – demographic,
existing festivals, slogans,
advertisements, billboards
Research – artists and
Illustrators
Skill development
Photography, typography,
editing, CAD
Designing – moodboards,
leaflets, posters

Product Design – Mechanical grabber
Introduction to material types and properties, workshop and health
and safety
Problem solving and design – levers, isometric drawing and
rendering