

# Design & Technology Curriculum Map

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	
<b>Year 7</b> (carousel)	<b>Textiles: Mini Monsters</b>					<b>Timbers: Trinket Box</b>					<b>Papers &amp; Boards: Packaging</b>					<b>Cooking &amp; Nutrition</b>																								
	Health & Safety					Health and Safety					Task analysis					Health & Safety																								
	Sustainability & 6 R's					The work of others					Typography					The Eatwell Guide																								
	Natural & synthetic fibres					Timber categories and properties					Product analysis and disassembly					Macronutrients: carbohydrates, fats,																								
	Designing to a brief and specification					Isometric drawing					Design development					Alternative diets: vegans and																								
	Hand embroidery and applique					Joints					Surface nets					Food provenance: wheat and chicken																								
	Pattern cutting					Design development including CAD					Paper and boards categories and properties					Safe preparation of raw meat																								
	Product lifecycle					Sublimation printing and heat press					Commercial printing processes and finishes					Using food processor																								
	Making a textile product					Practical wood work skills including use of components					Product manufacture					Heat transfer using wok and frying pan																								
	Evaluating					Evaluation					Evaluation					Ingredient selection																								
<b>Year 8</b> (carousel)	<b>Textiles: Sensory Cushion</b>					<b>Polymers &amp; Programming: Night Light</b>					<b>Graphic Design: Paper Engineering</b>					<b>Cooking &amp; Nutrition</b>																								
	Health & Safety					Client profiling					Creating paper mechanisms					Health & Safety																								
	Writing a specification					Polymer categories and properties					Tyoes of motion					Making savoury dishes with staples																								
	Product analysis					Sublimation printing using CAD designs					Levers and linkages					Food provenance: Animal																								
	Safe use of the sewing machine					CAD/CAM- Serif Draw and the laser cutter					Designing to a brief and specification					Food choices																								
	Decorative techniques: couching, tie dye, capture applique, stencilling					Electronic circuit theory					Introduction to Photoshop					Food miles																								
	Design development					Making and programming a circuit with varied inputs and outputs					Product construction					Food allergies and intolerances																								
	Making a textile product (including seam allowance)					Product construction					Incorporating components					Safe handling and cooking of raw meat																								
	Product costings					Testing and evaluating					Testing and evaluating					Food labelling																								
	Evaluation & modifications															Making shortcrust pastry																								
<b>Year 9</b> (carousel)	<b>Textiles: Garment Construction</b>					<b>Ergonomics &amp; Packaging: Pen</b>					<b>Product Design: Biomimicry</b>					<b>Cooking &amp; Nutrition</b>																								
	Health & Safety					Responding to a design problem					Analysis of design problem					Food bourne illness: bacteria																								
	Working to a brief and specification					Ergonomics and anthropometrics					Biomimicry v biomorphic					Advanced knife skills																								
	Anthropometrics & measuring for a purpose					Primary and secondary research					Iterative design process					Common types of food																								
	Product disassembly					Smart and modern materials					Energy sources - renewable and non-					Making pasta- food processor and pasta																								
	Pattern cutting					Modelling materials and processes					Ecological and socail issues					Food storage																								
	Fashion designers and retailers					Quality control - tolerances, equipment					Construction materials and properties					Creaming, zesting, juicing																								
	Advanced sewing machine techniques and computerised embroidery					Exploded drawings					Modelling					Risk assessments																								
	Symbols and labels										Testing and evaluation					Creating gluten and dairy free dishes																								
	CAD/CAM - stencil and button design and manufacture															Food production plans																								
Garment construction and fitting															Using a production plan																									
<b>Year 10</b>																																								
<b>AQA GCSE Design &amp; Technology</b>																																								
<b>Practical</b>	<b>Skills:</b>					<b>Skills:</b>					<b>Skills:</b>					<b>Mock NEA</b>										<b>NEA</b>														
	Wood					Metals					Polymers/CAD					Section A: 3 weeks										Section A & B														
	3 areas to be covered in mini skills workshops, differing in order as to rooms/groups/timetable etc.															Section B: 2 weeks																								
															Section C: 3 weeks																									
															Section D: 4 weeks																									
															Section E: 4 weeks																									
															Section F: 2 week																									
<b>Theory</b>	Unit 1: New & emerging technologies					Unit 2: energy, materials, systems & devices					Unit 3: Materials & Unit 5: Material specifics (being taught cohesively)																													
<b>Year 11</b>																																								
<b>AQA GCSE Design &amp; Technology</b>																																								
<b>Practical</b>	NEA: Sections C, D, E & F																									Exam strategy, questions & practice					Exam window									
<b>Theory</b>	Unit 4: Common specialist principles					Unit 6: Designing principles					Unit 7: Making principles					Exam strategy, questions & practice																								