



KEY STAGE 3 DESIGN TECHNOLOGY DEPARTMENT CURRICULUM MAP

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	FOCUS	YEAR 7			FOCUS	YEAR 8			FOCUS	YEAR 9		
		KNOWLEDGE	SKILLS	ASSESSMENT		KNOWLEDGE	SKILLS	ASSESSMENT		KNOWLEDGE	SKILLS	ASSESSMENT
TERM 1	<i>What is Design Technology? Design process through project and group based activities</i>	Safety in the work shop and Communication skills - sketching, shading and rendering in Isometric What does Design technology mean?			<i>Understanding Technologies, Graphic products and Designers and Manufacturers</i>	Electronics Circuits - Sensing circuits	Analysis		<i>Key skills using materials and understanding Mechanisms</i>	Timber	Practical - Timber skills Foot Stool	
		Understanding needs and wants and a Design Brief	Research	Timber classification		Electronic components - symbols and functions	Research	Electronic components		Timber Processes - including Jigs		Plan of Making
Communication		Design - Animal Magic		Writing a specification		Design Monster Light Sensor Circuit		Timber Assembly		Practical Accuracy		
TERM 2		Timbers - Classification, characteristics and properties	Practical - Cutting, shaping and finishing timber	Practical Techniques		Soldering	Practical - Circuit construction	Soldering - plan		Metal Processes - Cutting, shaping, polishing Aluminium	Plan of Making	
		Tools and Equipment - Timbers	Evaluate			CAD / CAM	Practical - CAD CAM Casing			CAD/CAM	Design - Adobe Photoshop	Movie Poster
TERM 3		Plastics - Classification, characteristics and properties	Practical: - Press Forming	Planning		Plastic Processes - Simple curvature bending				Soldering accuracy	Graphic Skills	Practical - Adobe Photoshop
		Tools and Equipment - Plastics	Design - Rolling Ball			Product Analysis	Research			Graphic Skills	Practical - Adobe Photoshop	
TERM 4		Modelling	Practical - Game			Impact of Designers and new Technologies	Design Promotion Poster	Mood board		CAD/CAM	Practical	
		Plastic Processes	Practical Finishing plastics	Joining and Finishing		Graphic Skills	Practical - Poster	Photoshop		Graphic Skills	Designing	Rubix Challenge
TERM 5		Product Identification	Design - Key Fob			Plastic Processes - Packaging - Blow moulding and injection moulding	Practical - Package net development	Product Analysis Packaging		Modelling	Practical	The importance of modelling and modelling techniques
	Theory Recap	Practical - Key Fob	Exam	Theory Recap	Evaluate	Exam	Mechanisms	Group activity - Designing, Making and Testing a structure				
TERM 6												
EXAM		Students will sit a written exam covering the topics studied throughout the scheme of work.				Students will sit a written exam covering the topics studied throughout the scheme of work (Yr7-Yr8).				Students will sit a written exam covering the topics studied throughout the scheme of work (Yr7-9).		
		Students may complete projects in a different order				Students may complete projects in a different order				Students may complete projects in a different order		
Projects		Animal Magic	Rolling Ball	Key Fob		Coca Cola Olympic Promotion	Coca Cola Olympic Packaging	Monster Light Sensor		Foot Stool	Adobe Photoshop	Presentation & Rendering Skills