KS3 Design & Technology Curriculum Map

	Half term 1	Half term 2	Half term 3
Year 7	In DT in Y7 students will work on the design and construction of the following projects. ● LED door hanger warning sign. ● Mechanical grab arm. ● Trebuchet Each project focuses on a wide variety of design and construction skills which will build a foundation of knowledge relating to processes, materials knowledge and H&S. Students will be assessed based on the work that they complete along with a written exam during the assessment Y7 assessment window.	Food Technology Rotation	
Year 8	In DT in Y8 students design and construct the 'sweet dispenser'. The sweet dispenser builds on all of the skills learnt in Y7 as well as introduces new areas such as CAD/CAM, isometric sketching, project planning and use of a wide range of powered equipment with a focus on H&S. Students will be assessed based on the work that they complete along with a written exam during the assessment Y8 assessment window.	Food Technology Rotation	
Year 9	In DT in Y9 students design and construct the 'Automata' (mechanical toy) The mechanical toy builds on all of the skills learnt in Y7 and Y8 as well as introduces new areas such as types of motion, mechanisms, complex joining techniques, quality control, project planning and the safe use of a wide range of tools and powered equipment. Students will be assessed based on the work that they complete along with a written exam during the assessment Y9 assessment window.	Food Technology Rotation	

KS4 GCSE AQA Design & Technology Curriculum Map

	Half term 1	Half term 2	Half term 3	Half term 4	Half term 5	Half term 6
Year 10	The first project to be completed in Y10 is the 'hand steady game'. Students complete the design and construction of the hand steady game using a range of traditional joining techniques, CAD/CAM and laser cutting as well as the assembly and construction of a printed circuit board for the electronic control circuit. Students will test and evaluate their final product.		After returning in the new year students embark on a 'metal casting' project where they will use CAD/CAM and laser cutting to create the moulds for their casting project. Students will design and construct a unique drinks coaster project with a real emphasis on high quality finishes and a deep understanding of how products are manufactured using heat to deform and reform materials.		The final project in Y10 is to design and construct a 'themed clock' with a focus on mass production techniques. Students will focus on vacuum forming as a manufacturing process.	On returning from the May half term students will receive their design challenge from AQA (01st June) where we will the begin the research and analysis section of the NEA.
Theory	Students will complete theory lessons in preparation for the final examination (50%). Theory lessons are underpinned with weekly homework using the SENECA online platform. Students will be assessed based on the project work that they complete along with a written exam during the assessment Y10 assessment window.					
Year 11	**NEA 1.** Research and analysis of contextual challenges from AQA leading to writing of a detailed design specification.	**NEA 2.** Design, development and modelling of design solutions for the chosen contextual challenge.	**NEA 3.** Planning and construction of final design solution to produce a complex and high quality final product that is fully functional.	**NEA 4.** Testing and evaluation of the final product against the original contextual challenge and design specification.	Preparation for the final examination on the 18th June 2025.	
Theory	Students will complete theory lessons in preparation for the final examination (50%). Theory lessons are underpinned with weekly					

	homework using the SENECA online platform. Students will complete PPE assessments inline with the Y11 assessment window.	