

Design and Technology Curriculum Map

Curriculum Intent

To create a Design and Technology curriculum that will be:

- Inspires learners to have an enquiring mind, a thirst and excitement to explore new things and the world we live in.
- Develops learner's ability to be flexible, open to new ideas and to take risks.
- Develops learners' ability to generate and realise ideas, producing an outcome and solution to a variety of situations.
- Develops learners understanding of design's impact in the outside world and their daily lives.

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 7	Why are rules important in the workshop?	How does it work? What does it do?	What will the mobile phone of the future look like?	Are computers more efficient than people?	What is textiles?	What is surface pattern?
Year 8	Why is accuracy important when making something?	Why should we make a quality product?	Why are structures important?	What happens when acrylic is heated?	What is graphic design?	How can we make toys more environmentally friendly?
Year 9	What is sustainability and why is it important?	How can this be repurposed?	How can we rethink this?			
Year 10	What is design?	What is visual recording?	What is ceramics?	How can ceramics be finished to make a quality outcome?	Why is it important to carry out contextual research?	How can research be used to inform ideas?

Year 11	How can experimentation be used to refine my work?	How can I present a meaningful response?	Externally set task	Externally Set Task	Externally Set Task	
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