

Key Stage 3 – YEAR 7 DESIGN & TECHNOLOGY – 2021-2022

Curriculum Map for Students (The order of topics will differ depending on each individual teaching group during the annual rotation of topics)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic Overview	Three-Dimensional Design: 'Multi Media Rack'.	Three-Dimensional Design: 'Multi Media Rack'. continued	Graphic Design with Electronics: 'Door Sign'.	Graphic Design with Electronics: 'Door Sign' continued.	Textile Design: 'cushion design' Food Technology: 'Introduction to Food'	Textile Design: 'cushion design' Food Technology: 'Introduction to Food' continued.
Focus	Research work: Mood boards. Design work: Freehand design drawings. CAD drawings: Component drawing, Isometric drawing and Orthographic Projection on '2D Design Software'.	Production: Plan for each practical stage to explain how to make the product. Practical work including cutting joints, cutting individual design profiles and decorating the rack according to design ideas. Evaluation: Of final practical product and the design process.	Investigation: Looking into brief and specification factors that influence design. Researching design styles and typography. How can typography add to a design? Research into electronic components and how they work. Experimentation and skill building: Researching different Adobe illustrator techniques. Applying these to their designs through design led training tasks.	Outcomes: Production of design outcome from Adobe illustrator, printed and laminated in colour. Electronic circuit production with flashing components. Experimentation and skill building: Training on how to safely use a soldering iron and add components with health and safety factors in the workshop.	Visual language introduction: Learning about the different key terms we use when looking at the work of others and our own work. Research: Designer research and our response to their work. Drawing skills: Learning different drawing skills and techniques. Experimenting: Exploring different ways of printing on fabric through block printing and stencilling.	Practical work: Using Holly Levell produce a cushion using tie dye and applique based on food. To produce the cushion using a sewing machine. Evaluation: Of the final practical product and the processes involved. Food Knowledge and Skills: Kitchen Skills including knife skills, weighing and measuring, aeration methods, using a hob with dry heat, using the oven, Health and Safety, Food Preparation, Food Hygiene and Food Provenance.
Assessment	On-going assessment of: <ul style="list-style-type: none"> Research work Design work CAD drawings 	On-going assessment of: <ul style="list-style-type: none"> Production Plan Practical work Evaluation Final assessment for full completed project.	Assessment of: Key Brief points, Research, Generation of ideas and Practical skills.	Final assessment: Colour print of final design and the completion of the electronic circuit.	On-going assessment of: <ul style="list-style-type: none"> Visual Language Research work Drawing skills Experimental work 	On-going assessment of: <ul style="list-style-type: none"> Practical work Evaluation Food skills Final assessment for full completed projects.

