

Subject: Design, Technology and Art

	Multi-Materials DT2 & DT1	Food and Nutrition DT4	Art & Design DT7 & DT1	Textiles DT6	Graphic Products DT8	Technology DT1 & DT2
7x	<b>Multi-Materials &amp; Structures</b> Using workshop hand skills, working with resistant materials and understanding basic structures and forces. <i>Health &amp; Safety, Developing material skills and generating ideas</i>	<b>Skills and the Eatwell Guide</b> Making a variety of dishes based on the food groups from the Eatwell Guide. <i>Health &amp; Safety, Identifying users' needs and evaluating. Developing food preparation skills</i>	<b>Drawing and Mixed Media Natural Forms</b> Developing drawing skills through direct observation. Experimenting with mixed media, researching and analysing artists. <b>Introduction to Observational drawing</b> , line marking, shading and mixed media	<b>Textile Materials and Skills</b> Developing hand and sewing machine skills to make a holder for a phone/lpad. <i>Health &amp; Safety, Develop material skills/research to identify users' needs.</i>	<b>Escher, CAD and Packaging</b> Creating designs through patterns and repetition to make packaging. <i>Introduction to graphic ICT, Designer influences and generating ideas</i>	
7y	Assessment: Final metal product, booklet and structure practice tower	Assessment: Self-assessment for practical's; booklets to monitor theoretical understanding	Assessment: Self & Peer assessment, group critiques, final piece & evaluation	Assessment: Final product and booklet	Assessment: Final product and booklet	
8x	<b>Multi-Material Skills - Gumball Machine</b> Understanding manufacturing and using jigs and templates to make a product accurately <i>Manufacturing processes and production, technical drawings and quality control.</i>	<b>Nutrients and Health</b> Make a variety of dishes based on their nutritional benefits to develop a deep understanding of nutrition. <i>Develop materials skills and understanding through making. Application of the principles of nutrition and health</i>	<b>Print &amp; Sculpture Flora and Fauna</b> Direct observational drawing and experimenting through printmaking. <i>Introduction to 3d sculpture and developing ideas, mixed media, printing processes</i>	<b>Textile Skills and Application</b> Develop making skills including printing or using components. <i>Evaluation against design criteria developed from final design.</i>	<b>Graphics and Paper Mechanisms</b> Creating a tessellated poster using CAD and inspired by Andy Warhol. Understanding how mechanisms work <i>Designer influences and use of CAD, investigating mechanisms</i>	
8y	Assessment: Final product and booklet	Assessment: Self-assessment for practical's; booklets to monitor theoretical understanding	Assessment: Self & Peer assessment, group critiques, final piece & evaluation	Assessment: Final product and booklet	Assessment: Final product and booklet	
9x	<b>CAD/CAM Manufacture – the role of the product designer.</b> Inspired by natural forms (bio-mimicry), designing and communicating ideas, product realisation, CAD/CAM (Laser) <i>Designing for a client. Laser cutting, material properties.</i>	<b>Food From Around the World (Different Cultures)</b> Make a variety of dishes demonstrating the use of seasonal/authentic ingredients and applying the principles of food science. <i>Develop materials skills and understanding through making.</i>	<b>Mixed Media, Collage and Photography - Pop Art portraits</b> Artist research & analysis. Media experimentation, collage & photography <b>Final collage Pop Art portrait</b>	<b>Textile Product Development</b> Use components and new techniques to make a draw-string bag. Product Analysis and material properties <i>Research materials and developing design criteria.</i>	<b>CAD – Solidworks Rapid Prototyping</b> Develop use of CAD/CAM to 3D model and make a prototype egg cup. <i>Use ICT in Design and Technology, developing Cad skills and introduction to rapid prototyping.</i>	<b>Multi-Materials - Velocity Racer</b> Develop application of force and motion understanding and using an iterative process for development. <i>Prototyping and manufacturing using CAD/CAM.</i>
9y	Assessment: Final clock product and booklet	Assessment: Self-assessment for practical's; booklets evaluate progress through making	Assessment: Self & Peer assessment, group critiques, final piece & evaluation	Assessment: Final product and booklet	Assessment: Final product and booklet	Assessment: Final product and design pages