

D. T. A. Year 9	Curriculum Intent: The broad aims of DTA are for students to be able to understand and intervene in the made natural worlds around them. These aims will be realised by students achieving a combination of technological capability and technological perspective. In Year 9 students will consolidate their learning in each discipline and with confidence utilise their subject knowledge, skills and understanding to respond to a range of design opportunities that enable students to use their creativity and imagination. Students will learn to take design risks, helping them to become resourceful and innovative. Students will be encouraged to explore the iterative design process, making design decisions and critical judgements that inform their practice and the suitability of their outcome. Projects will include designing products that respond to needs in a variety of situations, open ended design problems, reverse engineering and working to technical drawings. Further investigation into the functionality and authenticity of the outcome will be a key focus that will enable students to purposefully reflect on their progress.																								
	DT – Material Workshop					DT – CAD/Graphics					DT - Textiles					Art & Design					Food & Nutrition				
Interleaving	Health & Safety. Properties of materials/ingredients and how they are used. Technical skills/processes involved in the production of and uses of materials/ingredients.																								
Practical Skills	CAD 2D Design, laser cutting. Polymers, recycled plastics (Sheet process) and forming techniques					Developing concept meeting user wants and needs, Digital illustrations using Linea sketch, hierarchy in design using Canva,					Hand sewing and machine sewing, including adding a pocket, drawstring and block printing. Threading up a sewing machine correctly,					Transfer techniques; combining artists' styles and acrylic painting. Mixed media.					Reduction sauce, complex yeast-based products, complex dishes such as lasagne and puff pastry.				
Knowledge	Polymers. Design context, working to a design brief, client, user needs and purpose. Polymer recycling, the 6R's					CAD tools, research exploration, iterative processes and emerging technologies.					Inserting pocket, drawstring and block printing. Taking account of user needs, functionality, purpose and material concerns when designing. How to use a step by step to retrieve decorative techniques.					Formal elements, proportions, composition and portraiture.					Where foods come from, specific dietary requirements and diet across life.				
Understanding	Technological capability and understanding of workshop skills and practise. Polymers and closed loop recycling.					Technological capability and understanding of graphic skills and CAD practise. New and emerging technologies.					Technological capability and understanding of textile specialist equipment and processes such as CAD/CAM.					Using artist research to develop own final piece idea.					The balance of nutrients across life stages and the impact of food miles.				
Skills	Investigation	Analyse	Generate Ideas	Make	Evaluate	Investigation	Analyse	Generate Ideas	Make	Evaluate	Investigation	Analyse	Generate Ideas	Make	Evaluate	Investigation	Analyse	Generate Ideas	Make	Evaluate	Investigation	Analyse	Make	Evaluate	
Assessment	Final prototype and booklet. Self, peer and teacher evaluation. DTA quiz on SMH.					Final product and booklet. Self, peer and teacher evaluation. DTA quiz on SMH.					Final product and booklet. Self, peer and teacher evaluation. HW Research. DTA quiz on SMH.					RAG of skills. Peer and teacher assessment throughout sketchbook. DTA quiz on SMH.					RAG of skills. Booklet. Self and teacher assessment after practical. DTA quiz on SMH.				