

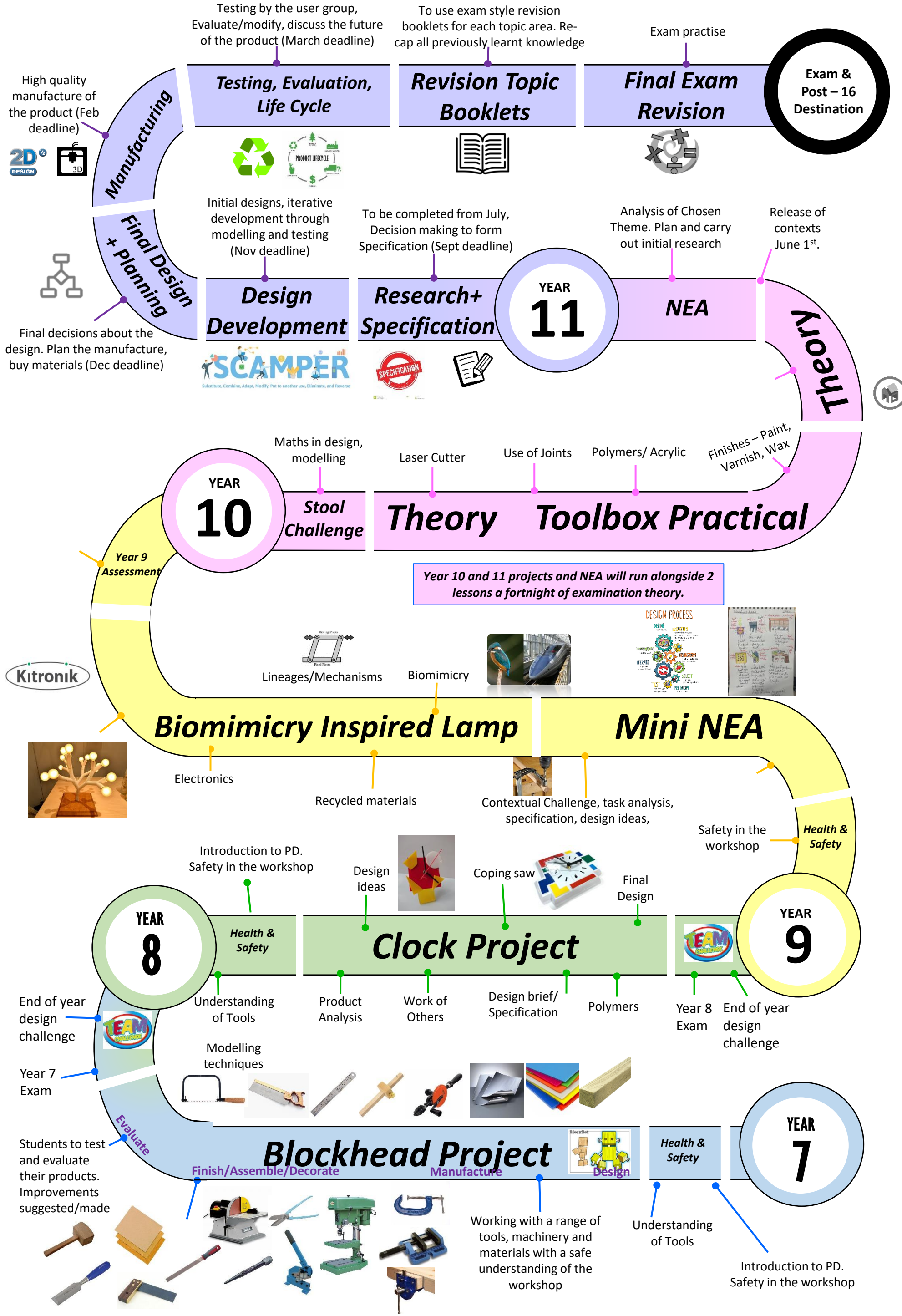


Product Design Learning Journey

Product Design offers you a curriculum which will engage and enthuse a passion for the subject. Giving you the opportunity to explore practical activities which will enable you to master the skills and secure your knowledge. D&T provides the subject specific skills and knowledge as a platform for you to take your next steps, from KS3 to KS4, then onto a professional career within the creative sector or further education.



Product Design will help you develop skills and knowledge in preparation for GCSE D&T, you will learn about and use a wide range of materials including polymers, metals, textiles, electronics, paper and boards and especially timber. You will iteratively design concepts, be able to manufacture these to a high standard using the full workshop, learn about industrial techniques, review a range of past designs and designers, develop your drawing skills on paper and using design packages on the computer and use new and emerging technologies such as Laser cutting, 3D printing and smart materials to enhance your products. All this while designing and creating unique products which can be taken home when completed.



High quality manufacture of the product (Feb deadline)
Final Design + Planning
Final decisions about the design. Plan the manufacture, buy materials (Dec deadline)

Testing by the user group, Evaluate/modify, discuss the future of the product (March deadline)

To use exam style revision booklets for each topic area. Re-cap all previously learnt knowledge

Exam practise

Exam & Post - 16 Destination

Testing, Evaluation, Life Cycle

Revision Topic Booklets

Final Exam Revision

Initial designs, iterative development through modelling and testing (Nov deadline)

To be completed from July, Decision making to form Specification (Sept deadline)

Analysis of Chosen Theme. Plan and carry out initial research

Release of contexts June 1st.

Design Development

Research+Specification

NEA

Theory

YEAR 11

Maths in design, modelling
Stool Challenge

Theory Toolbox Practical

Year 10 and 11 projects and NEA will run alongside 2 lessons a fortnight of examination theory.

Year 9 Assessment
Kitronik

Biomimicry Inspired Lamp

Mini NEA

Electronics, Recycled materials, Contextual Challenge, task analysis, specification, design ideas, Safety in the workshop, Health & Safety

YEAR 8
End of year design challenge
Year 7 Exam

Health & Safety

Clock Project

YEAR 9
Year 8 Exam
End of year design challenge

Evaluate
Students to test and evaluate their products. Improvements suggested/made

Blockhead Project

Health & Safety

YEAR 7

Working with a range of tools, machinery and materials with a safe understanding of the workshop

Understanding of Tools

Introduction to PD. Safety in the workshop