Curriculum Journey Map— Design and Technology(GP & RM)

Newman Catholic College
Excellence Through Faith

AO3: Evaluate &Test:

Gain feedback throughout your project , and test your final product— have you met your brief?

Core Content and specialist knowledge:

Revise and practice exam papers in preparation for your final exam in DT.

EXAM REVISION

FINAL GCSE EXAM

Post 16 Destination

Apprenticeship

University

A Levels

Professional D&T Routes

AO2: Realising Design Ideas:

Manufacture your product using skills and processes used throughout your DT journey, to include the use of Laser Cutting.

AO2: Generate & Develop Design Idea:

Develop your sketches and communicate ideas. Developing them using modelling techniques.

AO1: Specification & Brief:

Clarify the needs and wants of the project writing your own brief & specification.

AO1: Research & Investigation

Follow on from your summer task to further understand the context. Client interviews , product, site analysis and design research.

NEA COURSEWORK

Year 11

Design:

Designing for teenagers. How do we make the product fun and safe to use?

Materials:

What materials will be appropriate for your product? What materials are sustained?

Testing/ Modelling:

Use various testing and modelling methods to develop your

Make:

Use a wide range of tools and processes to produce your final product You decide!

Design:

Reference key design movements top to p to develop a stylish functional product.

Materials/Make:

Use materials you have not combined before such as acrylic ,timber and metal to develop a unique stylized product.

GCSE NEA CONTEXTS

Initial Concept Sketches:

What ideas do you have already? Can you visualize them ?

Investigate the design possibilities:

What is the design context ? What research can you carry out to gather ideas?

Jointing Project

Year 10

Evaluating:

What skills have you developed? Test your product and consider how you would improve it.

Make:

Use a combination of CAD and hand skills to manufacture the Food Packaging.

Design:

Logo Design, Surface Development, Tessellation and Packaging Information.

Processes:

Die Cutting , Vacuum Forming and Press Forming. How are these processes used to make food packaging.

Materials:

Card, Acetate, Acrylic , Aluminium Foil and Styrofoam. Why do we use them?

Deepen your understanding of DT in the world around us, whilst developing products that help various needs and users.

(GP) Food Packaging

(RM) Mechanical Toy

(GP) Year 9 (RM)

Evaluate :

What makes a good perfume package? How can you improve your skills ?

Make:

Print, Cut, Score, Fold and Assemble the package.

Net Development:

Using CAD software to develop net and add graphic details.

Evaluating:

What skills have you developed? Test your product and consider how you would improve it.

Testing/ Modelling:

Will my product work? What can I do to improve it?

Design:

Isometric Projection, CAD Development

Cams/motion & movement :

What do cams do? How do they work?

Materials:

Timbers -hard woods and soft-woods, why do we use them ?

Materials:

Working with acrylics , cutting and finishing techniques.

Design:

Generating and developing a range of ideas.

Make:

Use a combination oh machinery and hand tools.

Evaluate :

How have machines help you make your product ?

Work in more depth on projects, honing your practical skills, improving your resilience & problem solving whilst developing independence in the workshop.

(RM) Year 8 (GP)

(RM) Clock Project

(GP) Perfume Package

Evaluate:

What makes a good Pop –Up Card? How can you improve your skills ?

Make:

Safe use of rotary trimmer . Printing and laminating techniques

CAD:

Use of CAD Software to design card .

Design:

Design with restrictions Orthographic Projection and Rendering.

Materials :

Card , paper and classification. Where do they come from .

Materials:

Working with adhesives , card, acetate and acrylic.

Design:

Generating and developing a range od ideas using CAD software.

Introduction to Graphic Design Equipment :

Health and Safety

(GP) Pop-Up Card

(RM) Key Fob

(GP) Year 7 (RM)

Experience a wide range of fun and exciting projects that teach you valuable skills in the workshop, understanding different materials and how they work.

Evaluate:

What makes a good Key Fob? How can you improve your skills ?

Observe the casting process:

Gain understanding of how the pewter is cast in the mould.

Make:

Use of hand tools to create the mould and.

Design:

Generating and developing a range of ideas.

Materials :

Wood ,metal and plastic classification. Where do they come from ?

Introduction to Resistant Materials Equipment :

Health and Safety