

# Design & Technology Curriculum

**The D&T curriculum is a brand new entity from September 2017, now that subject guidelines will come into force. Separate areas of D&T no longer exist, and all students study the same curriculum to GCSE level. There are no more subject areas for Textiles or Graphic Products alone, for example.**

At KS3, students follow a rotation of 6 modules split over 2 years. They are taught by subject specialists in bespoke classrooms.

Students are assessed at the end of every module using the expected progress for a student of that age group.

Through a variety of creative and practical activities, pupils are taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They work in a range of domestic and local contexts [for example, the home, health, leisure and culture], and industrial contexts (for example, engineering, manufacturing, construction, food, energy, agriculture and fashion)

When designing and making, pupils are taught to:

Design:

- use research and exploration, such as the study of different cultures, to identify and understand user needs
- identify and solve their own design problems and understand how to reformulate problems given to them
- develop specifications to inform the design of innovative, functional, appealing products that respond to needs in a variety of situations
- use a variety of approaches [for example, biomimicry and user-centred design], to generate creative ideas and avoid stereotypical responses
- develop and communicate design ideas using annotated sketches, detailed plans, 3-D and mathematical modelling, oral and digital presentations and computer based tools

Make:

- select from and use specialist tools, techniques, processes, equipment and machinery precisely, including computer-aided manufacture
- select from and use a wider, more complex range of materials, components and ingredients, taking into account their properties

Evaluate:

- analyse the work of past and present professionals and others to develop and broaden their understanding
- investigate new and emerging technologies
- test, evaluate and refine their ideas and products against a specification, taking into account the views of intended users and other interested groups
- understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists

# D&T

	Module 1	Module 2	Module 3
Year 7	Module 1 Baseline Project D&M Activity – Material area 1 Design, Make, Evaluate	D&M Activity – Material area 2 Design, Make, Evaluate	D&M Activity – Material area 3 Design, Make, Evaluate
Year 8	D&M Activity – Material area 1 Design, Make, Evaluate	D&M Activity – Material area 2 Design, Make, Evaluate	D&M Activity – Material area 3 Design, Make, Evaluate

At the end of Yr8, students complete their GCSE options. At Key Stage 4, Moreton offers AQA Design & Technology GCSE. Students may still pursue skills and techniques in their favoured material area, Textiles or Timber if they wish. They may also opt to continue to explore many different materials. A final project can be made from a combination of any material

<b>AQA GCSE Design &amp; Technology (specialising in Textiles or Timber)</b>						
	HALF TERM ASSESSMENT 1	HALF TERM ASSESSMENT 2 (December)	HALF TERM ASSESSMENT 3	HALF TERM ASSESSMENT 4 (Easter)	HALF TERM ASSESSMENT 5	HALF TERM ASSESSMENT 6 (July)
Year 9	Skills building: a series of focused practical tasks to build knowledge	Skills building: a series of focused practical tasks to build knowledge	Skills building: a series of focused practical tasks to build knowledge	Skills building: a series of focused practical tasks to build knowledge	Skills building: a series of focused practical tasks to build knowledge	Skills building: a series of focused practical tasks to build knowledge End of Year test
Year 10	GCSE syllabus Unit 1 Unit 5 Practical work	GCSE syllabus Unit 2 Unit 5 Practical work	GCSE syllabus Unit 3 Unit Practical work	GCSE syllabus Unit 4 Unit 5 Practical work	GCSE syllabus Unit 6 Unit 5 Practical work	GCSE syllabus Unit 7 Unit 5 Practical work End of Year test
Year 11	Non examined Assessment (project work)  AQA GCSE Product Design	Non examined Assessment (project work)  AQA GCSE Product Design	Non examined Assessment (project work)  AQA GCSE Product Design	March Full Mock	N/A	N/A

For more information about the GCSE, follow the link:

Design & Technology: <http://www.aqa.org.uk/subjects/design-and-technology/gcse/design-and-technology-8552>