

AKS Design Technology Curriculum Map

Mission Statement: "To allow young people to be creative and develop new skills whilst using their problem solving skills, the core curriculum and putting theory into practice"



Further details of Design Technology can be found in the Design Technology policy & long term plan.

KS4 – In-depth exploration of design principles, materials, processes, and technologies. Development of practical skills through extended design projects.

KS5 Option

Curriculum Time: 1 double and 1 single lesson per week (2 hours 15 minutes)

Practical skill based project – To develop manufacturing skills & some technical knowledge

NEA: Identify and investigate design possibilities. Design & make prototypes fit for purpose Analyse & evaluate

Implement Evaluate

Mock NEA

Exam practice – Technical knowledge

Design Technology GCSE

KS5 Option Opportunities (If selected)

Artist or designer trip/talk

3D Design or Art, craft and Design

Curriculum Time: 1 double and 1 single lesson per week (2 hours 15 minutes)

Year 1 Portfolio – 60%

A selection of skill-building workshops, with 1-2 sustained projects that explores creative ideas from idea generation stages, experimental and testing stages, through to final piece production and project completion.

Responding to project briefs	Generating ideas	Based on pupil choice, evidenced through a selection of...	Drawing	Architecture
Research skills	Exploring ideas through testing		Sculpture	Tools/Machinery
Developing ideas	Organisational skills		Photography	Fashion
Annotating and Evaluating	Presenting work		Clay	Modelling
			Printmaking	Digital Design & Editing

Year 2 January ESA – 40%

From January of Year 2, pupils will work on the Externally Set Assignment, completing one further project with any materials and techniques learned from previous year, until project ends in 10 hours of supervised time in exam conditions.

Choose AQA project title

Research Equipment Define Document Record

Produce final piece in 10 hour supervised time

Release of paper, choose project title, research

Experiment, Refine, Document, Record

Final piece planning, 10 hour supervised time

Final marks submitted to AQA External Moderation visits

KS4 option Opportunities (If selected)

Artist or designer trip/talk

KS4 Option- Art and Design 3D Design/Art, Craft & Design GCSE

Option

AO1 EXPLORE THEMES, IMAGES AND ARTISTS WITH RESEARCH

AO2 EXPERIMENT WITH A RANGE OF MEDIA WITH CLAY, WATERCOLOUR

AO3 IDEAS, DRAWINGS, PLANS AND RESPONSES IN A RANGE OF EXPLANATIONS

AO4 FINAL MEANINGFUL INFORMED LINKS TO PAST AND PRESENT RELEVANT

KS3 Visit Opportunities (If selected)

Linking with external companies for project work

KS3

Further exploration of materials, their properties and external considerations. Introduction to more advanced design processes and building upon previous knowledge, pupils are guided and supported to tackle more challenging design briefs.

Developing machinery skills	Design movements	Mechanisms and movement	Introduction to CAD	Introduction to hand tools	Introduction to the design process
Heat molding	Introduction to polymers	Links to working in industry	Modelling techniques	Design & make with Timbers	Introduction to basic Textile techniques and hand skills
Engineering – Dyson project	Sewing machine construction	Designing a product for a purpose	Basic construction skills	Developing skills. Timbers and Metals	Researching ideas
Designing to solve a problem	Linking to social and economic factors	Measuring	Developing textile techniques	Pewter Casting	Introduction to health and safety
Ergonomics	Developing more complex textile skills	Developing timber skills	Introduction to a sewing machine	Finishing a product	
Prototyping		Introduction to machinery			
CAD/CAM					

Year 9 Curriculum Time: 1 double lesson per week

Year 8

Year 7

KS2 Visit Opportunities (If selected)

1 alternative learning opportunity per year.

KS2- Introduction to basic design concepts and principles.

Curriculum Time: [45 minutes per 2 weeks]

Researching inventors

Cutting

Joining materials

Building

Moulding

Introduction to Tool safety

Technical vocabulary

Calculating and measuring

Evaluating

Labelling

Sketching

Planning

- Mastery Key**
- Research
 - Design
 - Make
 - Evaluate
 - Technical Knowledge
 - STEM

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