

Key Stage 4 DT Curriculum Map

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 10	Content	Task Light <ul style="list-style-type: none"> • Surface treatments and finishes • Lining with textiles • Testing • Evaluating • Investigating the challenge • Identifying the work of others • Different types of research • Understanding briefs and specifications 		Task Light <ul style="list-style-type: none"> • Product analysis/ACCESSFM4 • The work of others - Ettore Sottsass • CAD/Illustrator • Drawing skills - copying • Drawing skills - adapting • Drawing skills - creating • Drawing skills - isometric, perspective and orthographic • Design Ideas - Drawing • Modelling 	Task Light <ul style="list-style-type: none"> • Evaluating our ideas • The lathe, line bender and vacuum former • Learn anthropometric data • Building/Workshop 1 • Systems approach to design • Electronic inputs and outputs • 3D drawing skills • Annotations • Use radar graph • Evaluation. 	Marble Run <ul style="list-style-type: none"> • Pre-test • Movements - linear etc • levers • cams and followers • linkages - magnitude and direction • gears and gear trains • Pulleys and belts • Mechanical Advantage • Creating a marble run from card (modelling) • The work of others - James Dyson 	NEA <ul style="list-style-type: none"> • Introduction to NEA • Analysis of the challenges • Client profile • Mood board
	Content	NEA <ul style="list-style-type: none"> • Design Brief and Specification • Generating Design Ideas (drawing and CAD) • Developing Design Ideas (Modelling) 1. 	NEA <ul style="list-style-type: none"> • Developing Design Ideas (modelling) 2 • Developing Design Ideas (CAD) • Developing Design Ideas - drawing and orthographic • Manufacturing Specification • Realising Design Ideas 1 - Material Investigation 	NEA <ul style="list-style-type: none"> • Manufacture in workshop (4 weeks) • Presenting section E • Evaluation - testing questionnaire 	Designing and making principles <ul style="list-style-type: none"> • primary and secondary data; design strategies; • communicating design ideas and working on feedback; • selecting the right material; tolerances and waste material management; • selecting appropriate tools • Note-taking, revision skills, preparation for exams; responding to a brief; • isometric, • orthographic and perspective drawing; • applying a treatment/finish to a product 	Exam practice <ul style="list-style-type: none"> • tailored to the exam paper • Past papers • Practice questions • Practical experiments/tests with materials 	
Year 11							