Design and Technology KS4 Curriculum Map

	Term 1		Term 2		Term 3	
Year 10 THEMES – Design & Technology	**Focussed Practical tasks/related theory (materials)**	**Focussed Practical tasks/related theory (design issues)**	**Focussed Practical tasks/ and NEA**	**Focussed Practical tasks/related theory (materials)**	**Focussed Practical tasks/related theory (design issues)**	**Focussed Practical tasks/ and NEA**
GCSE Design & Technology ***Year 10 - EDUQAS*** ***Year 11 – AQA*** Areas of Content: • Technical principles • Designing and making principles • Analysing and evaluating designs • Social and ethical issues in design technology • Identifying and investigating design possibilities	2 focussed practical tasks developing hand tool skills, working with accuracy and precision. Theory lessons covering a range of materials, working properties and typical uses; New and emerging technologies; Design movements and the work of others; Product evolution; Ergonomics and Anthropometrics; Mechanical systems Students develop presentation skills; drawing systems; exploring and developing ideas.		2 focussed practical tasks developing use of CAD/CAM Theory lessons covering design strategies; Collaborative design; CAD/CAM; Scales and types of commercial manufacturing; Research and data collecting; synthesising and analysing data.		1 focussed practical task. Start of Non-Examined Assessment Theory lessons covering Sustainability; Moral and ethical issues; Impact of design on society and the environment. **NEA -** Students explore a design context leading to creating an individual design brief.	
Assessment	Assessment 1	Assessment 2	Assessment 3	Assessment 1	Assessment 2	Assessment 3
Year 11 THEMES – Design & Technology	**Non-Examined Assessment**	**Non-Examined Assessment**		**Non-Examined Assessment**	**Exam**	
GCSE Design & Technology ***Year 10 - EDUQAS*** ***Year 11 – AQA*** Areas of Content: • Technical principles • Designing and making principles • Analysing and evaluating designs • Social and ethical issues in design technology • Identifying and investigating design possibilities • Designing and making prototypes	NEA – AO1 Students explore the design context and research the topic and target market to develop an individual design brief and specification	NEA – AO2 Students generate ideas through sketching and modelling and develop their design proposals through the use of iterative design to produce a final design, working drawings and a manufacturing specification. They realise their proposals by producing a functioning prototype.		NEA – AO3 Students test and evaluate their designs and produce proposals on how their designs could be manufactured commercially	Exam preparation and technique. How to approach the 3 sections of the exam paper.	
Assessment	Assessment 1 – NEA	Assessment 2 – NEA and November mock exam	Assessment 3 – NEA	Assessment 4 – Completed NEA	Assessment 5 (Multiple exam preparation assessments)	