



Intent, Content and Progression Route Map - Design Technology

Intent:
 The intent for the DT (Design Technology) curriculum at Key Stage 3 is to provide students with a progressive and interconnected education that builds upon their prior knowledge and skills, whilst linking contextually to the world of work that is around them. The curriculum aims to ensure that students develop basic skills, both practical skills and design skills that link to understanding the key concepts and themes of construction in a variety of contexts. It is designed to revisit and reinforce essential knowledge and skills across different topics and themes throughout the Key Stage.

Implementation:

	Autumn 1	Project 1	Project 2	Project 3	Miscellaneous Project	Miscellaneous Project
Year 7	<u>Baseline - Health & Safety - Design Project</u> 1. Initial design assessment 2. Initial introduction to hand tools, their uses and how to use them safely. 3. Baseline 4. Graffiti Trainers project looking at shape, contrast and colour. 5. Group project exploring design concepts and opinions.	<u>KeyBot Project</u> 1. Design project to create a KeyBot key ring. 2. Initial design process – 3 ideas 3. Select favoured design adding measurements & components. 4. Prototype 5. Create KeyBot using a set sized piece of wood. 6. Select finish type. 7. Evaluation of completed product.	<u>Device Holder Project</u> 1. Design project to create a device holder of choice. 2. Initial design process exploring initial holding concepts. 3. Select favoured design concept and draw up a cutting list. 4. Create Device Holder using suitable and available materials. 5. Select finish type. 6. Evaluation of completed product.	<u>Garden Project</u> 1. Design project to create a garden feature of choice. 2. Introduce dis-assembly skills. 3. Initial design process exploring initial concepts and features. 4. Select favoured design concept and select materials for project. 5. Create garden feature using re-cycled materials to fit theme. 6. Explore weather proofing/finish. 7. Evaluation of completed product.	Christmas Project: Christmas themed project with an outcome of choice. Baubles ~ Characters ~ Ornaments	<u>Outdoor Garden Project</u> Weather permitting project in School Garden. Weeding ~ Flowers ~ Plants Cutting Grass ~ Borders
Year 8						
Year 9						



	Autumn Term : Unit 02 Explore Craft Ideas	Spring Term : Unit 01 Explore Craft Resources	Summer Term : Unit 03 Create, Present and Review Final Craft Item
KS4 DT: Creative Craft	<u>Assessment Criteria</u> 1.1 Where did you get your ideas from? List 3 different sources. Describe how you have used these to develop your ideas. 1.2 How have you visually communicated your ideas? Outline the visual characteristics you chose and why? 1.3 Which part of your ideas did you discuss with your teacher and others within the group? 1.4 How have you developed your ideas in response to the feedback? 1.5 Outline the reasons for the selection of the chosen idea. <u>Health and Safety</u> 1.6 What health and safety factors did you consider when developing your craft idea?	<u>Assessment Criteria</u> 1.1 What different tools and equipment have you used? 1.2 What materials have you used and experimented with? 1.3 Outline the characteristics of the materials you have used? 1.4 Outline the techniques you have used and the skills you have developed? <u>Health and Safety</u> 1.5 What must you do to stay safe when working with your selected tools and materials.	<u>Assessment Criteria</u> 1.1 Outline your plan and preparations for making your craft work. Include the timescale and the tasks to be completed. 1.2 How did you produce your final piece of work? Include any changes you had to make. 1.3 What have you done to present your craft work to its best advantage? 1.4 Think about your whole creative process and outline what went well within your creative work and what you would of changed? <u>Health and Safety</u> 1.5 How did you maintain a safe working environment for yourself and others when making your final product?

Impact:

In our increasingly technological world, it is more important than ever for our pupils' to be competent and confident when using a variety of technological resources and traditional tools and methods of work. Our aim is for all students to leave Trinity Academy Newbridge with DT related skills and for those that chose to a qualification in DT Creative Craft.

The NCFE Creative Craft Level 1 qualification grants students' access to a range of courses when applying to study in FE and equips them should they chose to do an apprenticeship in this area. Both KS3 and KS4 SOL provide the learner with the pre-requisite skills that are needed in design and hands on skills using basic tools that can also be used in DIY at a later stage Post 16. Learners will also have the digital skills to pursue an apprentice route as they will have achieved digital skills that are needed within several working environments when working on the design process of each project in Design Technology.