

Design Technology Year 10 Curriculum Map



Pupils will have 5 lessons over two weeks. The lessons are split evenly between I Collings and K Nicol.

YEAR 10	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Curriculum Content	<p><u>Composite – Communicating design ideas</u></p> <p>Component 1: Design inspiration. Front cover of portfolio. Component 2: Sketching from secondary sources. Component 3: Portfolio and sketchbook presentation. Component 4: Product design sketching from primary sources. Component 5: Sketch up practice and development. Component 6: Sketch up presentation pages. Component 7: Modelling ideas in 3D.</p>	<p><u>Composite – Ettore Sottsass lighting project</u></p> <p>Component 1: Tin can light practical. Component 2: Graphic wrap design. Component 3: Designer research. Component 4: Designer sketches. Component 5: Product analysis. Component 6: Design movement research. Component 7: Initial design ideas. Component 8: Design development. Component 9: 3D modelling. Component 10: Final design.</p>	<p><u>Composite – Ettore Sottsass lighting project</u></p> <p>Component 1: Material choices Component 2: 3rd Angle orthographic Component 3: Manufacture Component 4: Manufacture design sheets Component 5: Evaluation Component 6: Final photos presentation.</p>	<p><u>Composite – Architecture project</u></p> <p>Component 1: Architect research Component 2: Architecture study sketches and designs Component 3: Sketch up modelling Component 4: 3D modelling Component 5: Laser cut modelling Component 6: Final evaluation</p>	<p><u>Composite – Final major project</u></p> <p>Component 1: Research Component 2: Designs Component 3: Development</p> <p>Pupils will select their own final major project themselves into an area of design that they are interested in. They will work through their final project independently and iteratively to produce a final design this term.</p>	<p><u>Composite – Final major project</u></p> <p>Component 1: Manufacture Component 2: Evaluation</p> <p>Pupils will continue to develop and refine their work into their chosen area of interest. They will manufacture and evaluate any outcomes produced this half term.</p>
Prior knowledge and skills (from previous year / key stage)	KS3 DT Curriculum knowledge Health and safety in the workshop Use of tools and machinery Design skills CAD skills	KS3 DT Curriculum knowledge Health and safety in the workshop Use of tools and machinery Design skills CAD skills	KS3 DT Curriculum knowledge Health and safety in the workshop Use of tools and machinery Design skills CAD skills	KS3 DT Curriculum knowledge Health and safety in the workshop Use of tools and machinery Design skills CAD skills	KS3 DT Curriculum knowledge Health and safety in the workshop Use of tools and machinery Design skills CAD skills	KS3 DT Curriculum knowledge Health and safety in the workshop Use of tools and machinery Design skills CAD skills
Core Knowledge Organiser content	Designing from inspiration Sketching skills Aesthetics Sketch up	Practical skills Use of tools and machinery				
Assessment Objectives	AO1: Develop ideas through investigations, demonstrating critical understanding of sources. AO2: Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes.	AO1: Develop ideas through investigations, demonstrating critical understanding of sources. AO2: Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes. AO3: Record ideas, observations and insights relevant to intentions as work progresses.	AO4: Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language.	AO1: Develop ideas through investigations, demonstrating critical understanding of sources. AO2: Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes. AO3: Record ideas, observations and insights relevant to intentions as work progresses. AO4: Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language.	AO1: Develop ideas through investigations, demonstrating critical understanding of sources. AO2: Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes. AO3: Record ideas, observations and insights relevant to intentions as work progresses.	AO3: Record ideas, observations and insights relevant to intentions as work progresses. AO4: Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language.
Vocabulary / Key Subject Terminology	Inspiration Secondary source Primary source Isometric drawing Crating Presentation	Research Inspiration Design movement Product analysis ACCESS FM Initial design ideas	Material choices Manufacture Evaluation Presentation	Research Inspiration Designer study Sketching Personal response Laser cutter	Iterative Research Inspiration Design movement Product analysis ACCESS FM	Iterative Development Manufacture Evaluation Presentation

