

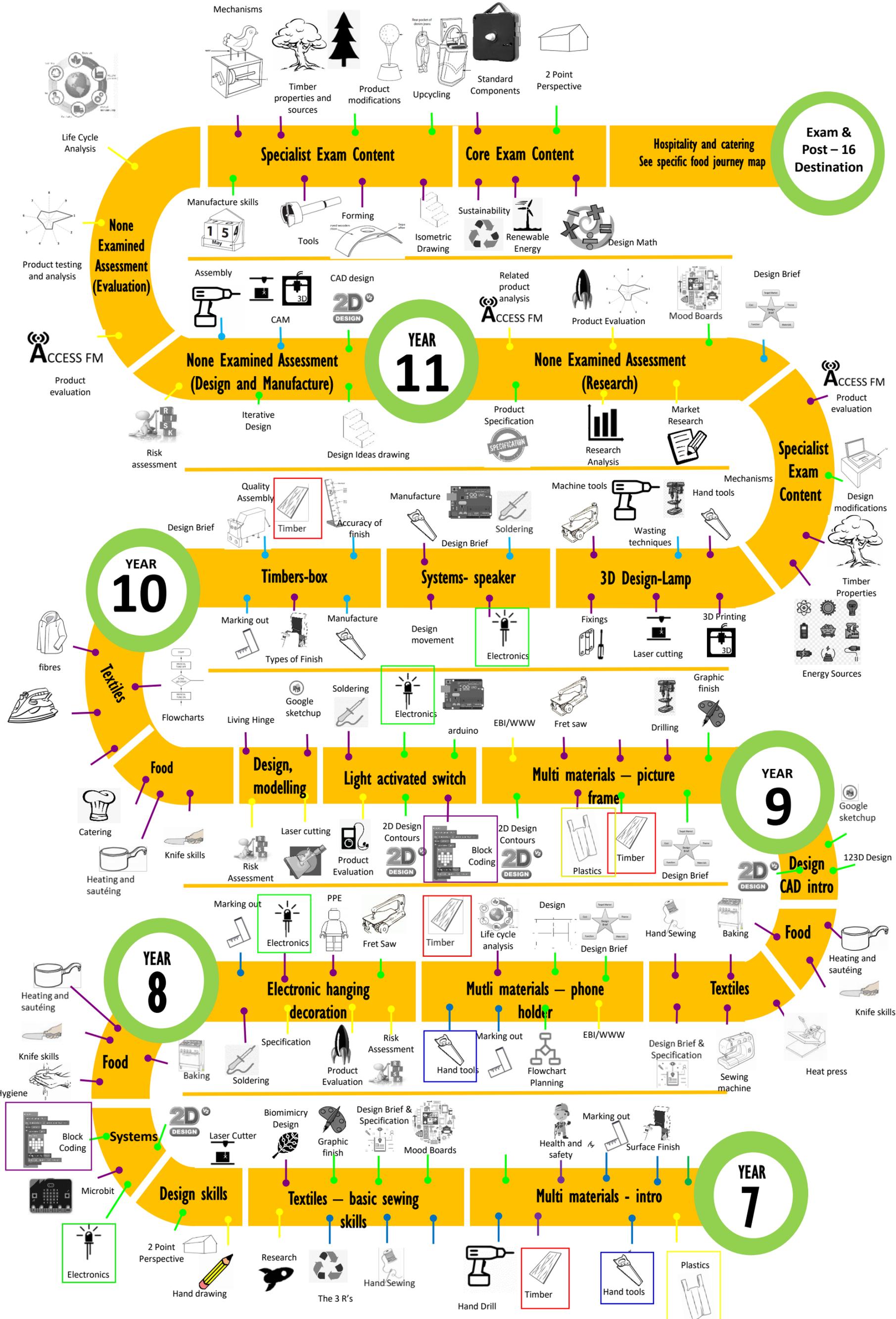
Design & Technology Curriculum Map –KS3 rotation - GCSE DT and 3D design

D&T offers you a curriculum which will **engage and enthuse a passion for the subject**. Giving you the opportunity to explore practical activities which will enable you to **master the skills and secure your knowledge**.

D&T provides the subject specific skills and knowledge as a platform for you to take your next steps, from KS3 to KS4, then onto a **professional career within the Creative sector or further education**.



GCSE Design and Technology will develop you skills in working with multi materials, and your knowledge of Design and Technology across a range of materials including textiles, electronics, and 3D design. You will explore iterative designed concepts, review a range of past designs and designers, develop your drawing skills and find out about new and emerging technologies such as Laser cutting, 3D printing and smart materials.



Exam & Post – 16 Destination

YEAR 11

YEAR 10

YEAR 9

YEAR 8

YEAR 7

Food Journey from ks3 to KS4

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DT OVERVIEW



YEAR 7 -INTRODUCTION

- **SYSTEMS**
 - CODING
 - CAD DESIGNING
 - MICROBIT
- **TEXTILES**
 - HAND AND MACHINE SEWING SKILLS
- **FOOD**
 - FOOD HYGIENE
 - BASIC CULINARY SKILLS
- **DESIGN**
 - DRAWING SKILLS
 - MODELLING
- **MULTI MATERIALS**
 - HAND AND MACHINE SKILLS
 - WOOD AND PLASTICS INTRO.

YEAR 8 -DEVELOPMENT

- **SYSTEMS**
 - ELECTRONICS
 - DESIGN
 - PRODUCT DEVELOPMENT
- **TEXTILES**
 - DEVELOPING SEWING TECHNIQUES FOR GARMENTS
- **FOOD**
 - DEVELOPING CULINARY SKILLS
- **DESIGN**
 - CAD
 - CAM
- **MULTI MATERIALS**
 - PRODUCT DESIGN AND MANUFACTURE. NATURAL TIMBERS

YEAR 9 -MASTERY

- **SYSTEMS**
 - DESIGN CODE AND CIRCUITS TO PERFORM TASKS
- **TEXTILES**
 - DESIGN AND MAKE A FULL PRODUCT WITH SURFACE PATTERN
- **FOOD**
 - MAKE RECIPES TO MEET NEEDS OF TARGET GROUP
- **DESIGN**
 - DEVELOPING DESIGN AND MODELING SKILLS TO PRODUCE A WELL MADE SCALE MODEL
- **MULTI MATERIALS**
 - JOINTED PRODUCT USING MULTI MATERIALS