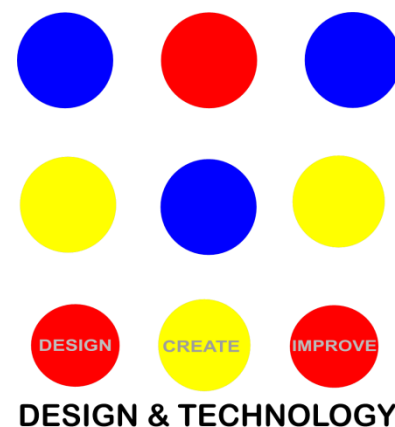


## KS3 Design and Technology Curriculum Overview

The Design and Technology department aims to create a stimulating learning environment where students learn about materials, processes and creative designing and thinking. During key stage 3, students experience a variety of material areas and projects within a termly carousel. Projects include Computer Control, Drawing skills, designing and making products using the laser cutter, making a container using different materials and tools, bridge designing and upcycling.

The 2 year course is designed to prepare students for the necessary skills needed for KS4 Design and Technology. The following skills are assessed throughout the projects:



Designing	Making	Evaluating	Technical Knowledge
Creativity	Marking out	Technology and society	Understanding materials
Modelling	Planning	Product analysis	CAD/CAM
Drawing skills	Use of tools	Evaluation	Programming

## GCSE Design and Technology Overview

During Year 9 and 10 the focus is on learning skills and techniques through practical, open-ended projects. These skills will then be used in their GCSE coursework, which will start in Y11.

3 design and make projects will be covered each year during Years 9 and 10, one based mainly on wood, one on metal and one on plastics. This will cover the majority of the course content enabling students to then focus on their controlled assessment. Most of the theoretical knowledge required for the exam will be learnt during the practical designing and making activities.

### Assessment

Unit 1 - A written exam worth 50%

Unit 2 - A coursework project worth 50%

