



### **Key Stage 3 Curriculum – Design Technology**

Pupils are taught in mixed ability groups in Design Technology. The Design Technology curriculum is taught to all pupils in Year 7 and Year 8, with pupils taking five modules each year in Food & Nutrition, Systems and Control, Graphic Products, Resistant Materials and Textiles. Learners are encouraged to refine their design and making skills as they spiral through the rotation projects each year.

Year 7 Pupils learn how to design and make products using different materials and techniques. Pupils use traditional drawing techniques to develop packaging design as well as using ICT to enhance this understanding. Pupils develop their skills and confidence by using hand tools and machinery to shape woods and plastics as well as experimenting with programming and soldering. Pupils make a range of dishes, learn how to use the cooker safely and how to use the Eatwell Plate to maintain a healthy diet. Exploring contemporary textile designers influence pupil's work with hand embellishment and stitching techniques.

- Food & Nutrition: Eat Well Guide
- Graphic Products: Manor Catering Rebrand
- Resistant Materials: Bauhaus Keyring
- Systems & Control: Norman Foster Desk Light
- Textiles: Jon Burgerman Plush Toy

Year 8 Pupils develop their understanding of Graphic Products by producing marketing materials for trainer brands. Skills and understanding are refined so pupils can develop their own electronic toys and cook a range of more complex dishes. Pattern cutting and sewing machines are used to allow pupils to create their own products based on individual design briefs.

- Food & Nutrition: Food Provenance & Sustainability
- Graphic Products: Corporate Identity (Trainers)
- Resistant Materials: Tabletop Centrepiece
- Systems & Control: Making Better Use of Timer
- Textiles: Vivienne Westwood Tote Bag

The Year 9 modules are longer, giving pupils a learning experience closer in format to GCSE technology courses. Each module lasts for twelve weeks, and greater emphasis is placed on the research and analysis of a design task, followed by design and product development. Pupils apply more sophisticated design and making skills and evaluate their end results against their original specification.

In Year 9 pupils can opt to study two Design Technology focus areas from Food & Nutrition, Resistant Materials, Textiles and Systems & Control.

- Food & Nutrition: Food Commodities & Choices
- Resistant Materials: Flat-Pack Furniture & Street Furniture
- Systems & Control: Alarm and Secure & Illumination
- Textiles: PJ Shorts & Techniques Exploration

Assessment Students are assessed holistically across three Assessment Objectives that link to the GCSE criteria:

- AO1: IDENTIFY, INVESTIGATE AND OUTLINE DESIGN POSSIBILITIES
- AO2: DESIGN AND MAKE PROTOTYPES THAT ARE FIT FOR PURPOSE
- AO3: ANALYSE AND EVALUATE

Pupils are given assessment criteria at the beginning of each module and aim to achieve or improve upon their target minimum level throughout the year.

Assessment takes place during modules and formal marking is completed at the end of each module, this includes the project work as well as an end of unit test paper.

Teachers give feedback to pupils and encourage them to reflect on their performance by recording an “Even Better If...” target for their next module and together they review their overall performance at the end of the academic year.