

Curriculum Overview – **Design Technology Y9**

Year	Term	Units of Work	Assessment
9	1	<p>Clock Rationale: To introduce pupils to a number of new materials, tools, equipment and machinery used in the workshop and reinforce their understanding of those used previously. To introduce pupils to different types of wood joint. To develop pupils' ability to evaluate.</p> <p>CAD CAM 2 (2D Design) Rationale: To reinforce pupils' understanding of 'CAD' and 'CAM'. To develop pupils' general ability to use 2D Design. To teach pupils how to use 2D Design to produce accurate 2D drawings with accurate dimensioning.</p> <p>CAD CAM 2 (Google Sketch Up) Rationale: To reinforce pupils' understanding of 'CAD' and 'CAM'. To introduce pupils to 'Google Sketch Up' and 3D CAD modelling. To teach pupils how to use Sketch Up to produce a range of different, realistic, 3D designs.</p>	<p>Design – Pupils must produce a range of design ideas for a clock.</p> <p>Make – Pupils must use a range of tools, equipment and machinery to make their favourite clock design idea from a number of different types of timber.</p> <p>Evaluate – Pupils must evaluate the clock they have produced, (identifying what they learnt, found difficult and found easy) and set targets to help them improve in the future.</p> <p>Technical Knowledge – Pupils must complete a geometric shapes drawing task using CAD in a set time. Pupils must draw the shapes exactly as shown and add appropriate dimensions.</p>

2	<p>Cube Craft Figure Rationale: To develop pupils' ability to use existing products to inspire design. To introduce pupils to 'orthographic drawing'. To develop pupils' ability to design in 2D. To develop modelling skills. To develop pupils' ability to evaluate.</p>	<p>Design – Pupils must produce a range of design ideas for a Cube Craft figure.</p> <p>Technical Knowledge – Pupils must produce a third angle orthographic drawing of their favourite Cube Craft design idea, which they can then use to help apply their graphics during manufacturing.</p> <p>Make– Pupils must use a range of tools and equipment to make their favourite Cube Craft design idea.</p> <p>Evaluate – Pupils must evaluate the Cube Craft figure they have produced, (identifying what they learnt, found difficult and found easy) and set targets to help them improve in the future.</p>
3	<p>Food Technology Rationale: To develop pupils' understanding of the Eatwell Guide. Develop safety and hygiene practice in the food rooms. To develop pupils understanding of different ingredients used to prepare and cook dishes. To develop pupils' ability to work independently and as part of a team.</p> <p>Textiles – Bag for Life Rationale: To understand how designers use existing products and a theme to develop creative ideas for products. To understand the impact the textiles industry has on the environment. To develop pupils' ability to use a variety of tools and equipment including the sewing machine safely. To introduce pupils to a variety of construction processes.</p>	<p>Make – Pupils use different parts of the cooker, a range of equipment and methods to make a range of food items including; bread, jam tarts, pasta and sausage rolls. The two 'make' Key Tasks for this project are pizza and cupcakes.</p> <p>Technical Knowledge –Throughout this project, pupils fill out a booklet focusing on the Eatwell guide in greater depth than previous years. Pupils complete a summative test at the end of this project to test their technical knowledge.</p> <p>Design – Pupils must produce a range of design ideas for a bag for life.</p> <p>Technical Knowledge – Pupils must work through the construction method to produce a plain seam, finished edge and hem.</p> <p>Make – Pupils produce a bag for life. In doing this, pupils demonstrate their ability to control and use the sewing machine safely. They demonstrate their understanding of applique, couching and apply a ribbon to decorate their bag. Additional learning includes the incorporation of a patch pocket which can be included on the bag.</p>