

DESIGN & TECHNOLOGY

LEARNING JOURNEY 7-11



Independent Revision
Use your checklist with your textbook, Seneca and DT websites to close any gaps in your learning.



E: Realise Design ideas
Manufacture your product using skills and processes used throughout your DT journey.



C: Generate & Develop Design Ideas
Present your initial sketches and communicate these with annotations.



Health and Safety training
Key tools & Machinery



A: Research & investigation
Complete exploration tasks to further understand the context. Client interviews, products, site analysis and specific research.

YEAR 11 GCSE



A: Investigate the design possibilities
What is the design context? What are the main issues in this area?

GCSE NEA PROJECT 50%

Initial thoughts
Create a mind map exploring all of your thoughts on the given context



Can you use investigation to create innovative and creative design solutions?

GCSE THEORY
GCSE theory content is delivered through industry sectors, linking to careers and wider D&T.

KS4

INSPIRED BY INDUSTRY

Can you explore polymers and how to shape and form them?

USING & JOINING POLYMERS

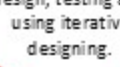


THE FURNITURE INDUSTRY

USING & JOINING TIMBERS

Can you use a range of tools and equipment to make a variety of wood joints?

THE TOY INDUSTRY



DEVELOPING DESIGNING SKILLS

YEAR 9 GCSE

Experience 6 focused activities to understand the wider world of D&T

YEAR 9 CORE
CODING - PROTOTYPE - COOKING - LIFE SKILLS - CAREERS

After choosing options in year 8, focus your studies in D&T in years 9-11, through exciting, real life projects.

Deepen your understanding of DT in the world around us whilst developing products that help various needs and users.

* The order of YR9 projects may differ to what is shown here *

Work in more depth on projects, honing your practical skills, improving your resilience & problem solving whilst developing independence in the workshop.

* The order of YR8 projects may differ to what is shown here *

How do you develop a model using cardboard?



Experience a wide range of fun and exciting projects that teach you valuable skills in the workshop, understanding different materials and how they work

* The order of YR7 projects may differ to what is shown here *

YEAR 7

Baseline Assessment:
What do you already know about D&T?
DMEK

BATCH PRODUCTION

Baseline Assessment:
What can you remember from year 7?

YEAR 8

Can you design for a user?

Why is accuracy important?

MATERIAL PROPERTIES

Can you communicate visually?

Can you explain how to use CAD/CAM equipment?

USING COMPUTERS TO DESIGN



Can you evaluate against specification points?

Can you identify different electronic components?

What are the positives and negatives of CAD/CAM?

Can you design in 2D and 3D?



Baseline Assessment:
What do you know about the wider world of D&T?

KS3

Why should you select different materials for different purposes?

