

KS3 PRGROGRAMME OF STUDY - Design and Technology - 3D DESIGN

Year 7 + 8 Week No.	Unit Title Design and make Product 1	Learning Objectives	Assessment
1	Buzzer Game	Use research and exploration, such as the study of different cultures, to identify and understand user needs	Human Factors in design
2		Identify and solve their own design problems and understand how to reformulate problems given to them	Research and specifications
3		Understand how more advanced electrical and electronic systems can be powered and used in their products [for example, circuits with heat, light, sound and movement as inputs and outputs]	Electrical components
4		Understand and use the properties of materials and the performance of structural elements to achieve functioning solutions	Paper and card
5			Timber
6			Manufactured boards
7			Metals
8		Plastics	
9	Design and Make a product 2	Final Assessment	End of module test End of Module Assessment
10	Pewter Casting / Presentation Box	Understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists	Evolution of Product Design 1
11		Evolution of Product Design 2	
12		Select from and use specialist tools, techniques, processes, equipment and machinery precisely, including computer-aided manufacture	Quality Control 1
13		Quality Control 2	
14		Understand and use the properties of materials and the performance of structural elements to achieve functioning solutions	Standard Components
15		Investigate new and emerging technologies	New Materials
16		Understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists	Scale of Production 1
17		Scale of Production 2	
18	Final assessment	End of module test End of Module Assessment	

Please note; Y7 will be taught in an 18 week carousel over a 2 year period. Year 9 will have a 9 week carousel.