

Years 7, 8 and 9 rotate on a carousel of 4 units throughout the year, each lasting 15 lessons.

	Half Term	Year 7	Year 8	Year 9	Year 10 (3D Design GCSE)	Year 11 (3D Design GCSE)
Autumn Term 2021	1	Materials: Introduction to the DT Workshop - The Design and Manufacture of a 'Night Light'. Covering simple electronics and timbers theory	Materials: Bottle Opener Task. Correct use of the workshop and tools to produce high quality outcomes. Learning metal and timber theory.	Materials: A design and manufacture task where student will be able to explore creativity in designing a clock. Students will also recap theory of Timbers, Metals and Plastics.	Independent Coursework 1: Illumination Students will also undertake lessons throughout KS4 on skill building required skills	Independent Coursework 2: Curiosity
	2	PSHCE: A separate unit covering Personal, Social, Health, Careers and Economic education. (see separate curriculum plan)	PSHCE: A separate unit covering Personal, Social, Health, Careers and Economic education. (see separate curriculum plan)	PSHCE: A separate unit covering Personal, Social, Health, Careers and Economic education. (see separate curriculum plan)	Independent Coursework 1: Illumination	Independent Coursework 2: Curiosity
Spring Term 2022	3	Food Technology: Introduction to Food Technology - Health and Safety, Food preparation and Nutrition.	Food Technology: A series of individual tasks involving nutritional knowledge and food preparation skills.	Food Technology: A series of individual tasks involving nutritional knowledge and food preparation skills.	Independent Coursework 1: Illumination	Edexcel Externally set assignment Preparatory studies
	4	Cooking and Nutrition Sequential tasks to build up knowledge and skills in the kitchen.	Skills tasks developing practical techniques for food production.	Skills tasks developing practical techniques for food production.	Independent Coursework 1: Illumination	Edexcel Externally set assignment Preparatory studies
Summer Term 2022	5	Design: CAD/CAM tasks designed to build skills in the use of computer software to aide designing. A phone stand Task allows for Computer Aided Design & Manufacture. Plastic theory and processes	Core Designing: An introduction to a variety of drawing skills that are required to succeed in Design and Technology at GCSE. Students will build skills and then apply them to a creative design task.	Jewellery Design: A design task that requires students to be inspired by a design movement and create a unique piece of jewellery. A multiple materials project looking at timber, plastic and metal. Allowing students to show and explore their creativity	Independent Coursework 1: Illumination	GCSE 10 hour practical exam
	6				Independent Coursework 2: Curiosity	Moderation