

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 2026	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: TBC
	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: TBC
Spring Term 2027	3	Food Technology: Introduction to Food Technology - Health and Safety, Food preparation and Nutrition. Cooking and Nutrition Sequential tasks to build up knowledge and skills in the kitchen.	Food Technology: A series of individual tasks involving nutritional knowledge and food preparation skills. Skills tasks developing practical techniques for food production.	Food Technology: A series of individual tasks involving nutritional knowledge and food preparation skills. Skills tasks developing practical techniques for food production.	Independent Coursework 1: Illumination	Edexcel Externally set assignment Preparatory studies
	4				Independent Coursework 1: Illumination	Edexcel Externally set assignment Preparatory studies
Summer Term 2027	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: TBC	Moderation