Subject: GCSE Design and Technology

Curriculum Intent Document:

	Year 10 **GCSE Design and Technology**	Year 11 **GCSE Design and Technology**
Autumn 1	-Introduction to DeskTidy Project -Market research –Production of Initial designs -Theory - New and emerging technologies	-Introduction to the 3 Context Challenges -Exploring the Chosen Theme -Project Proposal, Client Research & Initial Brief
Autumn 2	-Single & Dual Point Perspective drawing -Card Modelling Techniques -Theory - Energy generation and storage	-Analysis of Existing Products -Primary research -Specific Research – Practical Investigation
Spring 1	-Drawing skills - Isometric by hand & using a PC. -Theory - Developments in new materials	-Conclusions from research, design brief and specification for making -Initial Ideas
Spring 2	-Plasticine Modelling & safety in the workshop -Production of presentation skills -Theory - Systems approach to designing	-Testing of Modelled Ideas -Development of Chosen Ideas -Testing of Developed Models -Testing of Final working model
Summer 1	-Evaluation of Desktidy project -Introduction to Solidworks CAD-CAM -Theory - Mechanical devices	-Final Developments & Final Designs -Working Drawing -Manufacturing Specification
Summer 2	-Packaging design -Introduction and start of GCSE Coursework -Theory - Materials and their working properties	-Planning the Making, Manufacturing Diary -Final Product Testing -Evaluation, Improvements & Modifications **As in Year 10, Theory topics are revisited each lesson as starters and in Theory lessons fortnightly, with a big push on Theory revision, leading up to the mocks in February and the final exam in June.**