



5 year Learning Journey: Design and Technology

Cycle 2: Exam

- Preparation time responding to exam theme
- Investigate project theme through the assessment objectives e.g. mind map, drawing, experimenting with materials
- 10 hour controlled assessment

Revision and GCSE Exams

Cycle 1: Mock Exam

- Investigate project theme through the assessment objectives e.g. mind map, drawing, experimenting with materials, plan and present personal response.
- 5 hour controlled assessment

Year
11

Courses

Careers

Skills

Real World

GCSE Art & Design: Three-Dimensional Design

Artist, Illustrator, Graphic Designer, Product Designer, Fashion Designer, Art and Design Teacher, Curator, Engineer, Carpenter

Proficiency in drawing, painting, 3D art practices including a range of different materials, creative and critical thinking, design skills, research, problem solving, presenting ideas

Working within a brief, developing ideas, creating a portfolio to showcase work, planning and exhibiting artwork and design work, evaluating research and presenting findings

Cycle 3: Viewpoint. Mock Exam

- Planning/designing
- Construct and present personal response.
- 5 Hour controlled assessment.
 - Annotation
 - Evaluation
- Introduction to coursework

Cycle 2: Creative Constraints.

Viewpoint.

- Introduction to theme
- Mind map & mood board
- Initial drawings, photography and modelling.
- Experimentation of a variety of materials and techniques.
- Artist research

Sustainable and fun. 6R's clock design. Mixed materials

- Iterative design in practice
- Modelling/Maquettes
- Working drawings
- CAD

Sustainable and fun. 6R's clock design. Mixed materials

- Sustainability.
 - Developing skills with mixed materials.
 - Evaluations of own and others work.
- Artist research: Louise Baldwin, Jennifer Ollie, Jane Perkins, Artur Bordalo, Sarah Turner

Year
10

Cycle 1 The Workshop: Foundation Skills. Creative Constraints.

- Observational and technical drawing
- Technical skills in wood, And a range of other .
- Artist research

Sustainable and fun. Skills development. Working with wood paper and card

- Abstract sculpture
- Artist research: Claus Oldenburg
- Sue Blackwell
- Smart materials

Year
9

Interesting forms. Sculpture and a bugs life.

- Observational and drawings from Imagination.
- Composition – positive and negative spaces
- Materials and properties
- Artist research: Mike Libby, Barbara Hepworth, Henry Moore

Interesting forms.

CAD/CAM.

Working with plastic

- 3D printing
- Sustainability
- Laser cutter
- Art Installation
- Artist analysis: Veronika Richterova

Make, explore and play. Totems. Working with wood. Iterative design Perspective drawing Materials and properties

- Iterative design
- Perspective drawing
- Materials and properties
- Designer analysis: Stefano Giovannoni
- Artist research: Alex Yanes, Jon Burgerman, Herve Tulet.

Make, explore, play. Yoyo's. Working with wood.

- Use of jigs.
- Nets and packaging
- Surface texture and pattern.
- Written annotation and evaluation

Year
8

Interesting forms. Recycling and manipulation. Working with plastic.

- Materials and properties
- Observational drawing – natural forms
- Colour and composition

Make, explore and play: Noughts and Crosses.

Working with wood

- Why is DT important?
- Workshop H&S
- Introduction to a range of hand tools and machines.
- Designer analysis: Philippe Stark

Year
7

Cycle Assessment points

- Knowledge quiz at start and end.
- Mid-cycle feedback.
- End of project assessment.

AO1

- **Develop ideas through investigations, demonstrating critical understanding of sources.**

AO2

- **Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and**

AO3

- **Record ideas, observations and insights relevant to intentions as work progresses.**

AO4

- **Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language.**