DT DEPARTMENT

PENSBY HIGH SCHOOL
Care Respect Inspire

DEPARTMENT VISION:

Design and Technology is a practical and valuable subject. It enables children and young people to actively contribute to the creativity, culture, wealth and well-being of themselves, their community and their nation. It **teaches how to take risks and so become more resourceful, innovative, enterprising and capable**.

AIMS:

- To develop enquiring minds, encouraging students to question and think creatively.
- To raise awareness of relevant events and issues that affect social, moral and environmental issues.
- To understand that design is 75% research and development and that without this they would not create a successful outcome.
- To explore a variety of materials both traditional, smart and modern. To explore materials that can be reused in order to help the environment.
- To learn how the design process informs a final outcome.
- To understand how designers are able to use evaluation to design for the future. How emerging technologies can create products that are not yet available.
- To get students to think like designer; problem solve, research, communicate, analyse and discuss issues

KEY STAGE 3 CURRICULUM PLAN

Key Stage 3 has an emphasis both traditional and modern technologies. Students also need to follow the design process before they are able to add creative ideas to their final made outcomes. The purpose of KS3 is to promote creativity and developing skills essential for a commercial environment.

	Autumn Term 1	Autumn Term 2	Spring Term 3	Spring Term 4	Summer Term 5	Summer Term 6
YEAR 7	**Block Bots—Design process—** **Research and Ideas development** — Design Brief, Task Analysis, product analysis, moodboard, Initial ideas.		**Making of Block Bot:** **Workshop Skills** — using traditional tools and skills.	**Pully Toy:** **Research** Design research of moving mechanisms	**Pully Toy:** **Making using CAD/CAM** CAD making on Techsoft program.	
YEAR 8	**20th century lighting design -** **RESEARCH:** Design Brief, Task Analysis, Moodboard, Artist anlysis and Initial ideas.		**20th century lighting design -** **WORKSHOP SKILLS:** measuring, marking, sawing, drilling, finishing. **ELECTRONICS:** Create a simple lighting component.		**20th century lighting design -** **CAD/CAM/GRAPHIC COMMUNICATIONS:** Use Techsoft CAD for lampbase. 3D printing for component attachements. Photoshop skills for graphic wrap for lampshade.	
YEAR 9	**Box design** **SKILLS CAD/CAM** : Box development (comb joints, slot and contoured).	**Box design** **3D printing:** Sketch up Isometric projection	**Box design** **Workshop skills:** Exploring with different box joints		**GCSE 3D Design project 1:** **Research—** completion of pro-forma on One Drive—Proposal, Task Analysis, Artist analysis.	**GCSE 3D Design project 1:** **Research—** completion of pro-forma on One Drive—Proposal, Task Analysis, Artist analysis.

KEY STAGE 4 CURRICULUM PLAN

We follow the AQA Art and Design 3D specification at GCSE.

Students will carry out two projects for their coursework (60% of final mark) and one external exam project which is practical based. This will be carried out under exam conditions and students will have 10 hours to complete a final outcome (40%).

Students must develop and apply the knowledge, understanding and skills specified in the Subject content to realise personal intentions relevant to three-dimensional design and their selected area(s) of study.

	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Year 10	**GCSE 3D Design project 1:** **Research** Artist and Art Movement Development.	**GCSE 3D Design project 1:** **Research** Artist and Art Movement Development.	**GCSE 3D Design project 1 :** **Ideas and Development** Drawn ideas and then developing though modelling, CAD/CAM, Workshop skills and digital drawing through to final outcome		**GCSE 3D Design project 2:** **Research** completion of pro-forma on One Drive—Proposal, Task Analysis, experimental drawings of theme.	**GCSE 3D Design** **Project 2:** **Research** Artist and Art Movement research.
Year 11	**GCSE 3D Design Project 2:** **Ideas and Development** Continuation of ideas and then developing though modelling, CAD/CAM, Workshop skills and digital drawing through to final outcome		**GCSE 3D Design Exam:** **Research** Drawing skills both hand drawn and digital relating to their project. Artist and Art Movement research.	**GCSE 3D Design** **Exam:** **Ideas and Development** Ideas and development. Prep for 10 hr exam practical.	**GCSE 3D Design** **Exam:** **10 Hr Exam** Making for final outcome for 10 hour exam.	Finalising project work ready for submission.

Key Stage 3	Key Stage 4

Marking, assessment and feedback activities:

Symbol	What it means...	When
Sp.	Indicates a spelling mistake (only correct 5 spelling mistakes in one piece of work)	Booklets Homework
//	Indicates a new paragraph suggestion.	Booklets Homework
? Ex.	Indicates that something needs expanding.	Booklets
	Indicates something does not make sense or needs re-writing/poor expression. Pupils then have to work out and label what they must correct.	Booklets
	SPaG error that needs to be identified and fixed by the pupil.	Booklets
	Self / Peer assessment will be marked by the pupil	Booklets

Booklets will be marked in their booklets. This will be in the form of teacher, peer and self assessment using tick boxes and questions in order to give structured and effective feedback.

Assessment (Formative/Summative):

KS3 - Link to assessment plan and whole school data collection:

An extended piece of work will be marked in conjunction with the booklet work.

There will be 3 assessment points across the year (including the end of year exam). Results recorded on a central dept. tracker.

Year 7 will also have a baseline assessment in term 1.

KS4 - Link to assessment plan and whole school data collection:

Assessments will be completed at the end of each module of work. This will be graded and returned for DIRT (results kept on a central dept. tracker).

Students underperforming with be expected to attend intervention sessions to catch up.

OPPORTUNITIES AND VISITS KS4

- As part of the GCSE paper 3, we take a local trip to Liverpool to look at Art Deco buildings, galleries and the World museum. This gives students the opportunity to carry out primary research for the coursework.