



Design and Technology

Subject content	Year 7	Year 8	Year 9	Year 10	Year 11
Research	Board game product analysis	Alberto Alessi product analysis	Upcycle Lamp product analysis	Section A: NEA Responding to a given brief	Section A: NEA Additional research into NEA
Design	Board game design ideas Alien Design ideas	Design Movement interior design Designer Box design ideas	Magazine design ideas Upcycle lamp design ideas	GCSE NEA Design/development in response to a client and a given brief	
Manufacture	Board game final product Alien and Ball Bearing game	CAD: Sketch Up interior design CAD/CAM: Souvenir Box	CAD: Photoshop final Magazine Upcycle Lamp final product	GCSE NEA Manufacture a final product using a range of different materials and processes	
Evaluation	Manufacturing evaluation for the Alien and Ball Bearing game	Manufacturing evaluation of Souvenir Box	Manufacturing evaluation for the Photoshop final Magazine	GCSE NEA Evaluations throughout the NEA on all aspects	
Technical Knowledge	Workshop Health and Safety Electrical components Wood joints/fixings Functions of tools/machines Functions of packaging, working with paper and board	Colour Theory, CAD/CAM, technical drawing, design movements, designers, CAD (Sketch Up, 2D Design), Wood joints/fixings, functions of tools/machines, CAM Machines (Laser cutter) and fabricating wood	CAD (Photoshop), CAD/CAM theory, CAD/CAM in industry Sustainability, recycling, working with different materials, fixings & joints	GCSE exam Core technical knowledge Specialist materials (timbers/paper & board)	GCSE exam Design and Make principles
Skills	Hand eye co-ordination, measuring/marketing out, hand tools, machines, soldering, and presentation of work, designing, rendering, sketching, and evaluation skills	Hand eye co-ordination, measuring/marketing out, hand tools, machines, rendering, sketching, and working to a set brief, designing and presentation of work. CAD skills (Sketch Up & 2D Design), technical drawing, evaluation skills	Hand eye co-ordination, measuring/marketing out, hand tools, machines, rendering, sketching, and working to a set brief, designing and presentation of work. CAD skills (Photoshop), evaluation skills, working with new materials	GCSE mock NEA Research, design, CAD/CAM, practical skills, workshop skills	GCSE NEA Measuring/marketing out, hand tools, machines, rendering, sketching, and working to a set brief, designing and presentation of work. CAD/CAM skills, technical drawing, modelling, working with a range of materials, evaluation skills