

D & T Curriculum Map 2025-26

Our curriculum combines practical and technological skills with creative thinking to design and make products and systems. It is the department's aim to structure experiences leading to the production of quality outcomes from our students.

	Autumn Term 2025				Spring Term 2026				Summer Term 2026							
	Term 1a		Term 1b		Term 2a		Term 1b		Term 3a		Term 3b					
Year 7	I can Draw: Developing drawing skills to ensure students can draw from different viewpoints including isometric and one point perspective. I can Design: Using drawing skills learnt students will design a packed lunch container for a local Zoo before making their idea from card.				CAD/CAM 2d Design: Using the software package 2d design to design elements of their infinity mirror that are manufactured in school using the laser cutter and router. Electronics: Designing and making a light up infinity mirror. students will build an electronic circuit that enables the mirror to light up and reveal a secret message.				Food: Learn how to cook a variety of tasty dishes. OR Textiles: Making fabric monsters, then pencil cases that incorporate their own pattern designs.							
Year 8	Woods, Timbers and Plastics: Follow instructions to accurately produce a storage box incorporating the use of aluminium, acrylic and MDF. Challenge Task: Using knowledge learnt in the first part of the module make a set of 3 keyrings from different materials that interlock/fit together.				CAD (Computer Aided Design): Using the software package SolidWorks to complete a range of tasks that showcase how to utilise the software and how this allows access to the 3d printing machine.				Food: Learn how to cook a variety of tasty dishes. OR Textiles: Making pencil cases that incorporate their own pattern designs.							
	Term 1a		Retrieval		Term 1b		Retrieval		Term 3a		Retrieval					
Year 9	Introduction to the course. Timbers module of study including theory work and focused practical tasks linked to examination questions. Textiles module of study including theory work and focused practical tasks linked to examination questions.		1. Timbers end of module online assessment. 2. Produce flashcards on timber for revision folder. 3. Produce a quiz on Textiles for their revision folder. 4. Textiles end of module test. (including timbers content too)		Enterprise challenge. In teams students will research a charity and design and manufacture a batch of products to sell for their chosen charity.		1. Enterprise end of module online assessment also covers all content covered so far this year.		Polymers module of study including theory work and focused practical tasks linked to examination questions. Systems module of study including theory work and focused practical tasks linked to examination questions.		1. End of module test on polymers. (includes content covered so far too) 2. End of module systems online assessment.					
Year 10	Introduction to section B Timbers. Students use their skills to design and make a storage box based around given constraints. NB this module allows students to make mistakes that can be learnt from in future projects.		1. Exam style questions focussing on skills learnt this module.		Hand made v CAD/CAM. Students are set the challenge of designing and making two identical products. One by hand in the workshop and one using CAD/CAM.		1. End of module Test. 2. Revision page produced		Easter Egg Packaging- Using skills previously learnt design a package for an easter egg. Theory side of packaging and content. Mock Exam Preparation- Recall everything covered so far to prepare for mock examination.		1. Revision pages completed. 2. Exam style questioning to help recall knowledge previously learnt.					
Year 11	NEA- Design and development finalised. Start to make final solutions.		Theory. Each half term students will sit an examination to test their understanding of both the new content covered for paper and board (section B) and core (section A) learnt in year 9.		NEA- Finish making products and writing diary of making.		Theory. Each half term students will sit an examination to test their understanding of both the new content covered for paper and board (section B) and core (section A) learnt in year 9.		NEA- Testing and Evaluation, final amendments before NEA is marked by teachers.		Theory. Mock examination Preparation, sitting the exam, feedback and reflection.					
	Term 1a		Term 1b		Term 2a		Term 2b		Term 3a		Term 3b					
Year 12	Non-Examined Component- Part 1- Introduce idea of contexts, students start to research the context in which they would like to work. Investigation of the needs, wants and values of the client/end user. Theory - Materials and Components - Materials woods, natural and man made boards. Fabrication and joining methods including adhesives. Marking out materials. Soldering safely. Cutting lists. FPT. Speaker Casing. All students will produce a fully functioning speaker that is encased in timber.				Non-Examined Component- Part 1- Identification, investigation and justification of a design possibility. Theory - Characteristics of materials including working properties. Polymers. Use of CAD and CAM when designing and manufacturing products. FPT. All students produce a fully functioning desk lamp that has a movable arm.				Non-Examined Component- Part 2 . Design ideas. Theory - Processes and Techniques including some focus practical tasks.				Non-Examined Component- Part 2 Continued . Development of design ideas Theory . Digital Technologies being able to set up, safe and accurate operation, advantages and disadvantages of the following digital technologies:			
Non-Examined Component- Part 2 Continued . Continue development of ideas, Final design solution, review of development and final design and communication of design ideas. Theory . Factors influencing the development of products Time will also be allocated to prepare for their mock examination.													Non-Examined Component- Part 2 Continued . Final design solution, review of development and final design and communication of design ideas. Theory . Effects of technological developments. Current and historical technological developments that have had an effect on the work of designers and technologists and their social, moral and ethical impacts:			