

# Design Technology Curriculum Map

Places, organisations, people

Iterative Design

Concepts

Key words

Skills

Cross Curricular

Sustainability  
Empathy  
Social  
Responsibility  
Inclusion  
Ethical manufacture  
and commerce

Sustainability

The 6 R's:  
Recycle  
Reduce  
Repair  
Rethink  
Refuse  
Re-use



**Key figures:**  
Ettore Sottsass  
Jonathan Ive  
Charles Rennie Macintosh  
James Dyson  
Zahar Hadid  
Deiter Rams



<https://www.bbc.co.uk/bitesize/subjects/zvg4d2p>

**Maths cross curricular:**  
Measuring  
Isometric Projection  
Calculating area  
Estimation  
Tolerances  
Volume  
Costings

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Food: Rubbing in Method  
PD: Fabrication & Forming

**Year 8 Food Technology:**  
Reinforce and expand on core skills developed in Year 7. Opportunities for independent learning & team working...

**Product Design: Night Light**  
Introduction to CAD/CAM processes. Create a working prototype for a themed child's night light. Soldering a simple circuit and fabrication of different materials.

**Product Design: Introduce use of workshop machinery, use of jigs and templates**

**Year 8 Textiles: Project: Ugly Dolls**  
Research and develop a working prototype that meets a given Design Brief. Idea development, pattern cutting, hand stitching (running, back, blanket), applique, filling and finishing.

Finishing: tools, machinery and processes

**Textiles:**  
Creating templates  
Stitch types  
Quality Control  
Consistency of outcome

<https://www.data.org.uk/>

**Fabrication**  
Wasting

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**Food Safety & Hygiene**  
**Why choose Design Technology?**  
What will I learn in DT?  
Introduction to careers opportunities related to DT skills and knowledge

**Year 7 Food: Skills**  
Introduction to Food Hygiene & Safety  
Good practice in the Food room, understand basic skills

**Year 7 Design Technology**  
Introduction to DT curriculum. Discuss Rotation. Expectations in the learning environment. How DT links to **The Ridge-way**

**Workshop Health & Safety**  
Collaborative working  
Following instructions  
Peer assessment

**Year 7 Product Design: Decorative Box/Toy**  
Introduction to safe workshop practice. Develop understanding of sequential design process. Introduction to hand tools and related skills: Measuring, wasting, fabrication.

**Year 9 Textiles: Urban Threads**  
Explore the history of printing  
Research an identified theme and develop relevant ideas  
Introduction to block printing techniques  
Create a prototype that meets the Brief  
Marking out/Measuring/use of a range of hand tools

**Product Design: Automata - Mechanisms**  
Knowledge: Natural timbers, Plastics, Mechanisms, motion  
Skills: Fabrication, wasting, marking out, problem solving, finishing

**PD: Vacuum Forming**  
**Food: Creaming Method**  
**Peer Assessment**

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Collaboration

**Year 10 Product Design**  
Introduce course structure and requirements. Build on skills introduced throughout KS3. Explain iterative design process

**Year 10 Hospitality & Catering:**  
Re-visit and further develop KS3 skills. Introduction to theory elements of course.

<https://www.sciencemuseum.org.uk/home>

**Cross-Curricular:**  
Geography  
History  
Science  
Philosophy & Ethics  
Personal Development

Victoria & Albert Museum  
Science Museum  
Product Analysis

<https://cabaret.co.uk/>

**Food Miles**  
**Ethical Farming & production**  
**Food: Kneading**

**GCSE PD/H&C:**  
Provide careers advice and support beyond Yr11...

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**AQA GCSE Product Design:**  
Spring 2: Completion, marking and moderation of GCSE NEA and preparation for final exam...

<https://www.technologystudent.com/>

**Level 1/2 Hospitality & Catering:**  
Completion of outstanding coursework for final submission

**GCSE Product Design:**  
Opportunities through NEA to acquire and apply CAD/CAM skills (Laser cutter/3D printer).

**AQA GCSE Product Design:**  
Completion of final exam (50%) during Summer 1/2

**Iterative Design**  
Prototyping  
Product Analysis: Access FM

**Arts & Crafts**  
Movement  
Art Nouveau  
Art Deco  
De Stijl  
Post-Modernism

**GCSE Product Design:**  
Study the work and influence of the major figures of 20<sup>th</sup> Century Design - AQA Recommended list

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