

	Autumn Carousel Group	Spring Carousel Group	Summer Carousel Group
Year 7	Introduction to design, including creative thinking and communication techniques. 3D Drawing and Rendering/Colouring. Designing innovative “impossible” devices – The Time Machine. Designing and Making the Classroom of the Future. Modelling and Prototyping in paper and card. ‘Net’ designing leading to package design. Introduction to Computer Aided Design (CAD) and Computer Aided Manufacture (CAM). Producing artefacts using 2D design and the laser cutter.		
Year 8	Introduction to Engineering and Structures. Working in design teams to solve real design problems. Mini projects on: Ergonomic Design. Aesthetic Design. Fashion Design. Industrial Design. Prototyping and Manufacturing in plastics.		
	Autumn Term	Spring Term	Summer Term
Year 9	Package Design and Graphic Design.	Point of Sales Display Design and Product Design.	Board Game/Video Game design.

	Autumn Term	Spring Term	Summer Term
Year 10	Drawing techniques – Orthographic projection Perspective drawing Isometric drawing Logograms, monograms, type styles – research and analysis of successful commercial products Designing a logo. Typography. Information drawing – 2D and 3D bar charts, pie charts, line graphs, pictographs and ideograms	Product disassembly and analysis Consolidate skills and knowledge of existing commercial products. Issues in design Sustainability: Recycling, Reusing, Repairing, Rethinking, Respect, Reducing environmental impact.	Consolidate skills and knowledge by researching and modelling a range of dynamic cards/displays. CAD/CAM 2D design Photoshop Publisher Choosing a coursework project and creating a Design Portfolio. Begin the Controlled assessment
Year 11	Controlled assessment – involving research, design and development of product using all the aforementioned skills and techniques to produce a Design Portfolio which solves the ‘design problem’ in their design specialist area (from Illustration and Web design, through product design, fashion design and industrial design, to engineering and architectural design). The 40 hour controlled assessment concludes with preparation for the exam which tests the candidates ability to design and their understanding of the issues that can influence design and design sustainability.		

Summer	A															
Week Beginning	April 15	April 22	April 29	May 6	May 13	May 20	June 3	June 10	June 17	June 24	July 1	July 8	July 15	July 22		
Technology		P2i: Graphic design. Using Herb Lubalin as inspiration design a new school crest.								Structures Presentation						

Year 9 Autumn	Week A	B	A	B	A	B	A	B	A	B	A	B	A	B	A	
Week beginning	Sept 3	Sept 10	Sept 17	Sept 24	Oct 1	Oct 8	Oct 15	Oct 22	Nov 5	Nov 12	Nov 19	Nov 26	Dec 3	Dec 10	Dec 17	
Technology							P2i: Construction. Choose from a number of designers/styles and design and model a new type of seating/furniture.									
Year 9 Spring	Week B	A	B	A	B	A	B	A	B	A	B	B				
Week beginning	Jan 7	Jan 14	Jan 21	Jan 28	Feb 4	Feb 11	Feb 25	March 4	March 11	March 18	March 25	March 26				
Technology			P2i: Product Design. Design a new type of mobile phone/portable gaming device.													
Year 9 Summer	Week A	B	A	B	A	B	A	B	A	B	A	B	A	B		
Week Beginning	April 15	April 22	April 29	May 6	May 13	May 20	June 3	June 10	June 17	June 24	July 1	July 8	July 15	July 22		
Technology									P2i: Graphic Design. In Photoshop design an album cover to replace a current cover.							