

YEAR 10 DESIGN TECHNOLOGY



Intent

Core technical principles covers core technical principles, and all content must be taught. Specialist technical principles covers specialist technical principles where students will go into greater depth. Each principle should be taught through at least one material category or system. Designing and making principles covers design and making principles and all content in this section must be taught. These principles are covered throughout every 'DMA' and cover the following content: investigation, primary and secondary data environmental, social and economic challenge the work of others design strategies communication of design ideas prototype development selection of materials and components tolerances material management specialist tools and equipment specialist techniques and processes

Year 11 **Summer Preparation**



DIRT

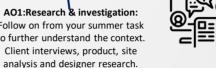
AO1: Specification & Brief: Clarify the needs and wants of the project writing your own brief & specification

MOCK EXAM

Year 10 Summer Term 2



AO1:Research & investigation: Follow on from your summer task to further understand the context.



Initial concept sketches What ideas do you have already? Can you visualize them?



SPECIALIST PRINCIPLE: Scales of production





NEA CONTEXTS What is the design context? What research can you

carry out and gather ideas?

Make:

Use a wide range of tools and

processes to produce your final _product. You decide!

Evaluate:

Evaluation against the

specification. Consumer testing

Summer Term 1 **NEA** coursework (50%)

Year 10

SPECIALIST PRINCIPLE: ecological and social footprint. Sources and

origins.

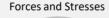


Materials/Make:

Kitchen Utensils

Use materials you have not combined before such as concrete, acrylic and timber to develop a unique stylized product

SPECIALIST PRINCIPLE: **Forces and Stresses**



Design:

Reference key design movements top to develop a stylish functional product



Year 10 **Spring** Term 2

Kitchen Utensils



SPECIALIST PRINCIPLE:

Selection of materials or components using and working with materials, stock forms, types and sizes, specialist techniques and processes, surface treatments and finishes.





Testing/ Modelling: Use various testing and modelling methods

to develop your product



CHARGING STAND DMA



CORE PRINCIPLE: 1.4. Systems approach to designing



CORE PRINCIPLE:

1.3. Developments in new materials



Design:

Designing for a consumer. How do we make a product unique for a chosen consumer?



Materials:

What materials will be appropriate for your product? What materials are sustainable?



CHARGING STAND DMA

CORE PRINCIPLE: 1.1. New and emerging



CORE PRINCIPLE: 1.2. Energy, materials, systems and

devices



Year 9 Autumn Term 2

technologies

DIRT



CAREERS IN DT- New emerging technologies

Cultural Capital: creates the curiosity and confidence to make connections between the past the present and the future





AND TECHNOLOGY

AQA GCSE

(8552) **DESIGN**

MOCK EXAM

Cultural Capital

Careers Related **Literacy Focus**