



Topic Overview - Design Technology

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
YEAR 7	Toy Project Analysis Research – Timbers/ Products/ Wood Joints	Toy Project Specifications Design	Toy Project CAD Sketch up Ideas Health & Safety Manufacturing	Toy Project Manufacturing Evaluation	Steady Hand Game Inputs/ Outputs, Electronic Components & Circuit design. Product Design & Development	Steady Hand Game Manufacturing Evaluation
YEAR 8	Clock Project Analysis Research – Polymers/ Products		Clock Project Specifications Design Development CAD		Clock Project Manufacturing including CAD/CAM Evaluation	
YEAR 9	Timber Properties of Materials Material Processing Christmas Product Design	Timber Christmas product development CAD/CAM Vectorising Bitmaps, Contouring, Relative coordinates	Environment Sustainability Carbon Footprint Product Life Cycle	Environment 6R's Renewable Energy Renewable energy presentations	Design Influences Project Key designer research. Product Design 3D Prototyping	Design Influences Project Product Development & Realisation CAD/CAM
YEAR 10	New and emerging technologies	Energy, materials systems and devices	Materials – including specialist materials. Materials processing	Common specialist technical principles	Designing principles	Non exam assessment – Investigating design possibilities
YEAR 11	Non exam assessment – Design brief specification Generating design ideas	Non exam assessment – analysis of content Developing design ideas	Non exam assessment – analysis of content Making Principles Realising design ideas	Non exam assessment – analysis of content Making principles Analysing and evaluating	Exam preparation	Terminal examination