

Intent: In D&T, students will develop innovative skills for designing, creating, and evaluating a range of products, goods, and services.

Product Design Learning Journey - Ks3



Ks4 options

- Identifying categories.
- · Raw materials.
- · Material properties.
- Impact on the environment.

Investigating materials

- Analysing and evaluating.

 Based a ping and delete
- Developing models to justify design development.

Iterative designs

- Analysing products -ACCESS FM.
- Manufacturing specifications.
- Plan of making.

Planning and evaluating

Pewter keyring project

- Production methods in industry.
- Die casting manufacturing processes.

- · SCAMPER techniques.
- Interpreting the Iterative design concept through continuous development of models.

Developing design ideas

Communicating design ideas

Manufacturing

processes

Working with a variety

Quality control checks. Specialist equipment

of materials.

and techniques.

- Crating techniques.
- Justified annotations.
- · Card modelling.
- CAD/CAM production.

YEAR 9



- Developing card models.
- Using prototype designs to justify development of ideas.

Prototyping designs



YEAR 8

Communicating design ideas

- Introduction to 1&2 point perspective drawings.
- Drawing in 3rd angle orthographic.

Motions and mechanisms

Understanding of forces

and motions.Use of mechanisms in everyday items.

Automata project

- Understanding jigs and formers.
- Understanding specific materials and their working properties.

YEAR

CAD Design

Introduction to

CAD/CAM.
• Use of 2D design.

Desk Tidy project

- Exploring manufacturing techniques to shape materials.
- Material categories and their working properties.

- Understanding of health & safety in the workshop.
- Use of common workshop tools & equipment.

Workshop tour

Communicating design ideas

3D isometric drawings.

 Introduction to rendering techniques.



D&T Learning Journey - GCSE Non-Exam Assessment

