

SUBJECT	Design and Technology	CURRICULUM LEADER	Miss Williams	YEAR	Year 10 and 11
ORGANISATION OF THE SUBJECT	In Year 10 and 11 students who have chosen to take this course have 3 hours of Design and Technology a week.				
Key Concepts (The big ideas underpinning this subject)			Key Skills in this subject		
<ul style="list-style-type: none"> • Interactive design • Testing and developing. 			<ul style="list-style-type: none"> • Researching • Designing and making • Technical knowledge • Science and Maths. 		
What will be learnt in this subject?			How will learning take place in this subject?		
<p>Design and Technology- Background information</p> <ul style="list-style-type: none"> • Pupils complete the GCSE Design and Technology course following the AQA specification. They will complete a variety of projects over KS4, depending upon the extent to which pupils are able to develop their ideas. The projects are intended to develop and improve upon the basic skills gained during Key stage 3. In each project pupils will be taught how to meet the Assessment Objectives against which their work will be marked. • Pupils will learn to research, develop their understanding of new and emerging technologies, energy generation/storage, understanding a systems approach, mechanical devices, a range of materials and their working properties. • Pupils will specialise in timber based materials and will need to have a concentrated subject knowledge around this material area. <p>Basic knowledge required</p>			<ul style="list-style-type: none"> • Practical work • Demonstrations • Experimentation with different materials • Peer and self-assessment • Verbal and written feedback • Non-Examination Assessment (coursework) Project. • Examination (end of year 11) 		

<ul style="list-style-type: none"> • Pupils who have completed the Key stage 3 course and are taking Design and Technology as one of their optional subjects should have achieved the following • An understanding of basic technical drawing skills, including isometric and orthographic. • An understanding of how the work of designers can influence the development of ideas within Design Technology. • An understanding of basic woodworking skills. • An ability to use CAD programmes to aid manufacture, and to develop their designs. • Basic construction techniques using their material specialism: Timber. • An ability to use ICT for researching ideas, designers and other aspects of information for their specification. 	
<p>What methods of assessment will be used?</p>	<p>How can you support learning and progress in this subject?</p>
<p>Projects will be assessed on a scale of 9 to 1, in accordance the with the GCSE assessment criteria. Homework will be assessed and graded for the attainment and effort with comments given in written form and verbally.</p> <p>Final GCSE assessment will be by completion of coursework project and product and the examination in Year 11. Coursework project- 50% of total marks Examination project- 50% of total marks</p>	<ul style="list-style-type: none"> • Ensure your child has basic equipment for every lesson. • Support your child with homework tasks. • Wherever and whenever possible, encourage your child to take photographs to support their project work. Every little helps! • Encourage them to attend after school sessions.
<p>Equipment needed for this subject.</p>	<p>Learning outside the classroom : enrichment opportunities in this subject.</p>
<ul style="list-style-type: none"> • It is helpful if pupils have their own basic design materials e.g. a range of pencils, eraser, ruler and sharpener and if possible, colouring pencils and fine liner. • Homework task often require planning and research and pupils should address this as soon as the homework is set, rather than attempting it the night before it is due in. Pupils should spend at least 40 minutes on each homework. • Students are expected to keep their coursework sheets in an A3 folder which can be purchased along from the department. 	<p>After-school GCSE catch up sessions.</p>

