



KS4 Curriculum Overview - Design & Technology

Your child will learn about how products are designed and manufactured from a range of materials and processes. This will develop their knowledge, skills and understanding of the wide variety of materials areas and associated theory specification units during each half term. Student will also build design and modelling skills to undertake a coursework unit throughout Y11.

Term	Year 10	Year 11
Autumn 1	Material studies and Metals: - Materials theory - Materials studies - CAD/CAM - Pewter casting practical project	NEA - Section B and C - Brief - Specification - Idea generation
Autumn 2	Woods: - Woods theory - Book ends practical project	NEA - Section D: - Idea development - Modelling - CAD development
Spring 1	Polymers: - Polymer theory - Polymals lamp practical project	NEA - Section E: - Final prototype manufacture - Workshop practical
Spring 2	Graphics: - Graphics materials theory - Origami practical	NEA - Section F: - Testing - Evaluating
Summer 1	Mini NEA: - Needs and Wants - Ergonomics	Exam prep: - Exam practise - Theory Revision
Summer 2	NEA: - AQA Section A - Research / client	GCSE Public Examinations

Through the study of Design & Technology your child will be expected to develop the following knowledge, skills and understanding:

Concept / Skill 1

- Theory understanding of materials
- Theory understanding of manufacturing

Concept / Skill 2

- Design development
- Model making and practical skills

Parents can support their child by talking to their child about the course and what they are doing and why, ensuring their attendance to the subject and support sessions after school, and checking their work on Google Classroom.