

Year 9 - Design Technology Curriculum Intent

What the curriculum is designed to do

The Design Technology course in year 9 acts as a foundation for GCSE. Throughout the year we aim to develop pupils drawing, designing and making skills through a series of projects. Across the year we ensure that pupils work in a range of materials to make different outcomes. More use of CAD and CAM is made, and we encourage pupils to start to work more independently on their design work. The theory aspect of the curriculum is delivered throughout each project, focusing on different materials categories, technology, and sustainability.

How we deliver the curriculum

The curriculum is delivered through a blend of theory and practical lessons and pupils have 2 lessons a week delivered in the appropriate specialist room. Our focus is to provide every pupil with the necessary skills, knowledge and understanding to enable them to successfully complete the Design Technology GCSE in Year 10/11.

In Year 9, pupils will build on the skills and knowledge of Design Technology learnt in Years 7 and 8 by developing their practical skills in the workshop, their CAD/CAM work, and their understanding of the design process. Drawing is a vital skill for communicating designs and we will spend time practicing and developing our drawing techniques. Pupils are encouraged to develop their own design ideas rather than all making a standard product. They will undertake a series of projects. Initially completing a set design and make task using electronic components followed by an own choice home accessories project. The summer term involves a modelling and prototyping furniture project and a group, community textiles project.

The main projects are:

- **Project 1 – LED night light** – Pupils learn the basics of electronic systems and how to use the vinyl cutter and laser cutter to make their product
- **Project 2 – Home Accessories** - Pupils select a user and design and make a product that they could use in their home. This is a workshop-based project
- **Project 3 – Sustainable furniture** - Pupils work to develop ideas for furniture made from cardboard. Focus on prototyping and developing ideas through modelling
- **Project 4 – Fidget Blanket**- Pupils work in groups to produce textiles squares which are joined to make fidget blankets for Alzheimer's sufferers
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How we assess students

Students will complete at least one summative assessment per half-term. These assessments will cover both practical and designing skills. Theory will be tested in end of unit tests of key knowledge.

How it benefits students learning and personal development

This qualification will enable students to confidently continue their study of Design Technology at KS4 or pursue a career in the creative, engineering, or practical industries. Students will develop a portfolio of their design and practical work alongside personal skills such as problem solving, team working and communication. Through managing their project work students will also develop skills in planning and time management.