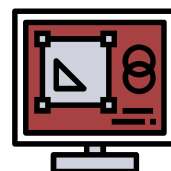


Year 7

Learning based on techniques used for communicating ideas;
Rendering; Isometric; Perspective; Crating

Resistant Materials
Through practical work students are introduced to timbers. They learn about their categories, properties and stock form, then how to cut, shape and finish them

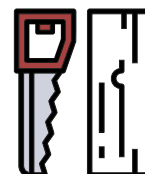
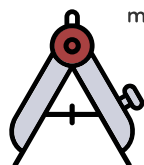


Year 8

Resistant Materials
Students learn about different types of motions and simple mechanisms. They also learn how to use clearance and interference fits to design and make a simple mechanism to dispense sweets

Graphics
Students learn how to create and manipulate images as part of their product. They also learn how to apply colour to different materials

Students learn how to safely and accurately use a range of hand tools, power tools and machine tools to perform a range of tasks as part of the manufacturing process



Year 9

Graphics
Students learn how to use computer software to render and modify surface graphics, design a product that is to be produced commercially, and understand different scales of production

Graphics
Students learn how to use ergonomics and aesthetics when designing a product. How different styles of typography help develop a brand image and logo. Use of stencils for letters and objects, and design nets to create packaging

Resistant Materials
Students learn how to carry out product analysis and use modelling techniques to develop a final design before making their product in acrylic

Students carry out analytical research into a range of existing products, to develop a theme and concept for a product with specifically designed characters and features

Students learn how to use the work of other designers and artists to develop their own ideas. How to respond to a design context, and produce a specification

Resistant Materials
Students use a range of tools and specialist skills such as wood joining techniques, and a range of communication techniques

Graphic Design
Students develop specialist modelling techniques to develop a range of paper structures and mechanisms

Year 10

Students develop higher-level making skills in their chosen pathway.

Students investigate the context of their choice to identify a problem, customer, design brief and write their specification

NEA Context
June 1st, AQA release the contextual challenges

Mock NEA
Students complete a mock NEA based upon a context previously released by AQA. Exploring context, research, specification, design development and realisation

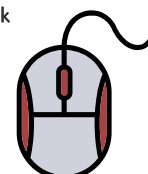
Students research and analyse the work of famous designers, and use their work to influence their own work

NEA Designing
Students generate a range of initial ideas

NEA Developing
Students conduct a range of testing, modelling, sketching and evaluation to develop a solution to the design brief

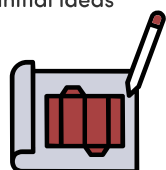
NEA Evaluation
Using their design brief, specification and customer feedback students evaluate their solution

Exam



NEA Making
Students independently manufacture their final prototype, and document all stages in their manufacturing diary

Revision
Students prepare for the exam using revision guides, workbooks and exam practice



Routes to Remarkable

DESIGN & TECHNOLOGY