



St Gabriel's Curriculum Map - Subject: Design and Technology/3D Design

Curriculum Intent	Design and Technology is an inspiring, rigorous and practical subject. It will allow them to identify the role which designers, manufacturers and consumers have in ensuring that products are created to have a positive impact on people's lives a with as little impact on the environment as possible. Students will use creativity and imagination to design and make products that solve real and relevant problems.								ve impact on people's lives and	
		and feelings. 3D Desigr	contributes to the	Catholic ethos of the	ils through a wide variety of themes, preparing them with the knowledge and skills to experiment, imagine, invent and create their own work to express their identity, ideas, school in how pupils explore the wonder of God's creation and the details of His work through the investigation and development of their own art and design work. Pupils are alents, beliefs and opinions. Pupils discover how design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.					
KS2	Time	7	8	9	KS3	10	11	KS4	KS5	Careers
Declarative Knowledge:	HT1			<u> </u>	Declarative Knowledge:	3DDesign	3DDesign	Declarative Knowledge:	AQA A Level Holy Cross	Fashion and costume design
Apply their understanding of how to strengthen, stiffen and reinforce more complex structures		delivered	n Topics at KS d as part of a oughout the Y	carousel	Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world	Jewellery project Research inspirational sources	Architecture project cont. Material representation Design	The way sources inspire the development of ideas, relevant to fine art including: How sources relate to individual, social, historical, environmental,	courses: Photography, Graphics, Art and Design. Bury College: A level-Art, Craft and	Architect; Product design; Graphic design; Advertisement and promotion; Interior design; Multimedia artist and
understand and use		Jewellery and	Plastic Clock	Modelling and		Design	development	cultural, ethical and/or	Design:	animating;
mechanical systems in their products for	HT2	Packaging (21 lessons)	(14 Lessons)	3D CAD - Eco- building	Build and apply a repertoire of knowledge, understanding and	development	through material	issues-based contexts	Textile Design Graphic Communication	Photography; Civil engineering;
example, gears, pulleys, cams, levers and linkages		Design movements Design with	Plastic research Product analysis	(14 Lessons) Renewable	skills in order to design and make high-quality prototypes and products for a wide range	CAD/CAM Pewter casting	application Planning for	How ideas, themes, forms, feelings and concerns can inspire personally determined responses	Photography, A Level Photography, Foundation Diploma in	Mechanical engineering; Software engineering; CAD/CAM operation;
Understand and use electrical systems in their		inspiration CAD	CAD Product	energy Scale drawing	of users	Iterative design	making	that are primarily aesthetic, intellectual or conceptual.	Art and Design, Creative Media Production &	Industrial production; Joinery and carpentry;
products for example, series circuits incorporating switches,		CAM Pewter casting Finishing	disassembly Workshop manufacture	Smart materials Isometric CAD Rendering	Critique, evaluate and test their ideas and products and the work of others	Finishing techniques	CAD CAM Final	The ways in which meanings, ideas and intentions relevant to	Technology. Bolton college:	Plumbing; Welding; Farrier
bulbs, buzzers and motors		techniques Iterative design	Finishing techniques	2D planning Craft knife skills	Understand and use the	Design	architectural model	fine art can be communicated	Art, Design and digital media	Tanki
Apply their		Costing Tessellation	Single use plastics	Modelling/ construction	properties of materials and the performance of structural	adaptation	manufacture	Develop visual vocabulary to interpret the artwork of others	'A' level Design and	
understanding of computing to program, monitor and control their		Branding Product analysis Packaging	Project reflection		elements to achieve functioning solutions	Develop pewter jewellery range		and apply to their own artwork with meaning	Technology with a specialism in either: Product design	
products.					Understand how more advanced mechanical systems used in their				Fashion and Textiles Design engineering	
		Educational toy (21 Lessons)	Driverless Vehicles (7 Lessons)		products enable changes in movement and force				(not offered at local collages)	
		Material research- timber	Programmable		Understand how more advanced electrical and electronic systems				Through one of the above design disciplines	
	HT3	Task and Product analysis and	control in everyday		can be powered and used in their products [for example, circuits	3DDesign	3DDesign	-	that reflect possible higher education routes	
		specification Practice drawing	products Investigating		with heat, light, sound and movement as inputs and	Jewellery project	Exam preparation		and industry, students should:	
		oblique and isometric	Crumble: Using switches and		outputs]	As HT1 and HT2	Research		Identify market needs and opportunities for	
		techniques	motors.		Apply computing and use	but develop			new products; Initiate	
		Planning for manufacture	Investigating Using a light		electronics to embed intelligence in products that respond to	broader range of jewellery	Design		and develop design solutions, and make and	
		Marking out and cutting techniques and tools	dependant resistor, distance sensor		inputs [for example, sensors], and control outputs [for example, actuators], using programmable	using further inspirational	Develop		test prototypes/products; Develop intellectual	
		Finishing processes	and two motors Making the		components [for example, microcontrollers].	sources from: Timber	Experiment Plan/Schedule		curiosity; Work collaboratively	
			prototype			Acrylic	Tanysencudie		gain an insight into the creative, engineering	





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Procedural filtering and participation of participa					F					
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Procedural Knowlege statution of statution company models process tatution of statution company models tatution company models			including wood dye	vehicle	of its impact on daily life and the	Resin (with			industries; Develop the	
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Image: set in the set is set in the set in s				results of	responsibilities of designers,				and processes;	
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					Select from and use specialist	and other				





St Gabriel's Curriculum Map - Subject: Design and Technology/3D Design

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including construction			equipment and machinery	modelling/		
materials, textiles and			precisely, including computer-	development		
ingredients, according to			aided manufacture			
their functional						
properties and aesthetic			Select from and use a wider,	Fine detail		
qualities			more complex range of materials,	development		
			components and ingredients,			
Investigate and analyse a			taking into account their	Mock		
range of existing			properties	preparation		
products				and mock		
			Analyse the work of past and	practical		
Evaluate their ideas and			present professionals and others			
products against their			to develop and broaden their			
own design criteria and			understanding			
consider the views of			-			
others to improve their			Investigate new and emerging			
work			technologies			
			Ũ			
Understand how key			Test, evaluate and refine their			
events and individuals in			ideas and products against a			
design and technology			specification, taking into account			
have helped shape the			the views of intended users and			
world			other interested groups			
			Understand developments in			
			design and technology, its impact			
			on individuals, society and the			
			environment, and the			
			responsibilities of designers,			
			engineers and technologists			
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