

KS3 Curriculum Overview- (Design Technology) 2014-15

Year group	Summer 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1
7		H&S in the workshop. Skills assessment. Key ring project start design folder.	Complete design folder and start practical for the Key ring	Complete key ring and evaluate. Begin designing an aluminium name plate	Making the nameplate.	Finish nameplate. Begin learning to solder.
8	Building a mood light.	Design a pewter casting using CAD/CAM.	Test and redesign of casting project.	Designing an analogue clock.	Developing the clock design by practical experimentation.	Taking control with electronic devices- building the circuit.
9	Taking control with electronic devices- programming.	Design and make assessment task- LED light or 3D printed product	Design and make assessment task.	Design and make assessment task.	Individual project work – a chance to self-direct learning.	