



Curriculum Intent

Subject: Design and Technology

Year: 7

	What?	Why?	National Curriculum Links
Term 1	<ul style="list-style-type: none"> Health & Safety in the workshop Understanding 'users needs' Name of tools & equipment and what they are used for. Basic Graphics and drawing techniques. Desing using biomimicry. Re-cap Crucial Knowledge. 	<ul style="list-style-type: none"> Understanding health & safety in Design & Technology. Key stage 3 target – identify and understand users (peoples) needs Be able to select tools & equipment. Identification of materials used and ways of joining them to complete practicals. Using nature to inspire design ideas. Build presentation skills. 	<ul style="list-style-type: none"> Being able to find out about different people's backgrounds and understanding their needs. Look at how to design own mechanism. Make a list of items needed to create a pop-up card. Use basic tools and equipment. Understanding properties of materials. Create ideas using nature.
Term 2	<ul style="list-style-type: none"> Looking at different design processes and past & present designers. Understanding of basic material properties and glues. Looking at new & emerging technologies. Re-cap Crucial Knowledge. 	<ul style="list-style-type: none"> Understanding existing products and how they work. Building on knowledge of materials and their properties. Understanding the evolution of new materials. 	<ul style="list-style-type: none"> Being able to find out about different people's backgrounds and understanding their needs. Look at how to design own mechanism. Make a list of items needed to create a pop-up card. Use basic tools and equipment. Understanding properties of materials. See how materials are changing. Evaluating designers' work. Test and Evaluate pop up card.
Term 3	<ul style="list-style-type: none"> Re-cap Crucial Knowledge. 	<ul style="list-style-type: none"> Check understanding of existing products, materials, health & safety and tools & equipment. 	<ul style="list-style-type: none"> Being able to find out about different people's backgrounds and understanding their needs. Look at how to design own mechanism. Make a list of items needed to create a pop-up card. Use basic tools and equipment. Understanding properties of materials.