D&T Learning Journey

THE ANGMERING SCHOOL

Year 7 – Year 11: Understanding and Applying D & T Skills

Health & Safety
Risk Assessment
Drawing techniques & methods
CAD/CAM
Materials & properties
Manufacturing processes (hand & machine)
Designing
Developing ideas
Analysis & Evaluation skills
Sustainability/ ethical design

YEAR 11

Photography
Research into designers/artists
Designing
Developing
refining
Selecting/experimenting
modelling
planning

Preparation for external exam piece 40% 0f GCSE

10 hour practical exam

Post – 16 Destination

A01 – Develop ideas through investigation AO2 – Refine ideas
AO3 – Recording ideas AO4 – Present a meaningful response

Exploring/investigating
Critical analysis
Recording
Techniques & processes
Themes from Exam Board
Ideas
Presentation piece
Range of materials & processes
modelling
Observational drawing
Exploring/investigating
Selection of theme
Final presentation piece

Mock exam
10 hour practical

Component 1: Portfolio
60% of GCSE
A01 – Develop ideas through investigation AO2 – Refine ideas
AO3 – Recording ideas AO4 – Present a meaningful response

Preparation for mock practical
Developing ideas
Critical analysis
Designing
Research into designers/artists
Primary research
Critical analysis & evaluation
materials
collage
Designing & Developing , critical understanding of sources

Component 1: Portfolio
60% of GCSE
Modelling/ investigating
Development
Design ideas
Photography
Research designers/ artists
Architectural modelling
Materials/ modelling experiments

YEAR 10

Architecture & Interior Design

Foundation Skills & interiors project
AO2 – Refine, experimenting with media, materials, techniques & processes

Isometric drawing
CAD designs (interiors) & sketchup
Perspective drawing
Artist/designer research
Photography
CAD sketchup
Research Gaudi, Lloyd Wright & Gehry

Influential Architecture

Light & Dark
A01 – Develop ideas through investigation AO2 – Refine ideas
AO3 – Recording ideas AO4 – Present a meaningful response

Axonometric drawing
Orthographic
Designing
Developing
Surface decoration
Modelling ideas
Observational drawing
Materials/ modelling experiments
Modelling skills, range of materials
Freehand sketching/rendering
Modelling materials
CAD - homestyler
Construction & modelling skills
Complex Isometric
Wood & Plastic tool skills
CAD/CAM
Design ideas & development
Product analysis

Architecture/Interior Design - Shepherds Hut

Designer research
Complex Perspective
Design development

Engineering - Spinner Toy

CAD/CAM
Intro to Engineering GCSE sectors
3rd angle orthographic

Product Design- Clock

Designer Research
Acrylic tool & machine skills

The DT Curriculum splits into 3 pathways in year 10. Engineering, 3D Design Architecture & Interior Design & 3D design Product

YEAR 9

Levers & classes
Linkages
Types of motion
Product Analysis
Sketches/ 3D Drawing
Material properties
Soldering
Basic orthographic
Designing
2D design
Research into plastics

Mechanisms Linkage toy

Modelling/ simulation
Designing
Evaluating

Light Box

Equipment and Safety
Design/ Evaluate
Making/ Finishing

Technical Drawing & glasses holder

Structured isometric
Making and finishing

CAD

TinkerCad
Making / finishing

YEAR 8

Animal Shelter

Designers
Development
Card modelling
Developing design skills
Sewing/stitches
Use of workshop tools & machines
Joining materials
Rendering
1 & 2 point perspective
oblique
Isometric
Freehand Sketching
Designing

Textiles . pencil case

Working with felt
Materials properties (textiles)

Workshop safety . boat project

Marking out/measuring
Materials properties (timber)
Health & safety

Drawing & CAD. Acrylic maze

Properties of polymers, filing
2D design

YEAR 7