Goldwyn Ashford - Design and Technology Subject Statement and Long Term Plan



Design and Technology - Statement of Intent

At Goldwyn School Design and Technology is an inspiring, rigorous and practical subject. Design and Technology encourages children to challenge to learn to think and intervene creatively to solve problems both as individuals and as members of a team. At Goldwyn School, we encourage children to use their creativity and imagination, to design and make products through sequenced learning that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. We aim to, whe rever possible, link work to other disciplines such as maths, science, computing and art. The students are also given opportunities to reflect upon and evaluate their own practice, its effectiveness and are encouraged to become innovators and risk-takers.

Implementation

Through a variety of sequenced creative and practical activities, we teach the knowledge, skills and understanding needed to engage in a process of designing and making. The students work in a range of relevant contexts (for example home, school, leisure, culture, enterprise, industry and the wider environment).

When designing and making, the children are taught to:

Design

• use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups

Make

- select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing) accurately
- select from and use a wider range of materials and components, including construction materials, according to their functional properties and aesthetic qualities

Evaluate

- investigate and analyse a range of existing products
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work

Technical knowledge

- apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- understand and use mechanical systems in their products
- understand and use electrical systems in their products

Key skills and key knowledge for D and T have planned to ensure sequenced progression between year groups. This also ensures that there is a context for the children's work in Design and Technology; that they learn about real life structures and the purpose of specific examples, as well as developing their skills throughout the programme of study.

Impact

We ensure the children

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality products for a wide range of users and critique, evaluate and test their ideas and products and the work of others
- Students will design and make a range of products. A good quality finish will be expected in all design and make activities, made appropriate to the age and ability of the student

Children learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation process they develop a critical understanding of its impact on the environment. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

All students will have the opportunity to gain accreditation in AQA awards and a tailored City and Guilds level 1 multi skills course at either certificate, extended certificate or diploma level depending on the specific needs and likes of each individual student.

Design Technology: Long Term Plan

The Design Technology Long Term Plan reflects a key focus upon Knowledge, Skills and Understanding. It is anticipated that all pupils will have the opportunity to study for a formal qualification which addresses their needs, including AQA Awards and City and Guilds. The Curriculum Plan has a clear sequence centred upon both prior learning and expectations for future learning. The work at Key Stage 3 should provide the foundation for further progress through Key Stage 4.

Term	1	2	3	4	5	6
Year 7	Workshop safety	Introduction to	Designing a Games holder	Designing a Games	Electronic Game	Electronic Game
		Manufactured Boards		holder		
	Looking at hazards,		Introduction to research		Introduction to	Introduction to
	identifying risks,	Designing and making	and designing and making	Introduction to	electronic circuits,	electronic circuits,
	assessing risks and	a Photo Frame.	a product for a target	research and designing	symbols,	symbols, components
	recognising safety signs.	Learning to use a pillar	market. Using Computer	and making a product	components and	and soldering. Design,
		drill and hand tools.	Aided Design software to	for a target market.	soldering. Design,	make and evaluate
	Basic wood working	Testing and evaluating	generate ideas.	Using Computer Aided	make and evaluate	their product.
	tools.	a product. To		Design software to	their product.	
		understand the	Key Learning (KSU)	generate ideas.		Key Learning (KSU)
	Tool recognition,	properties of	-Investigate butt joints,		Key Learning (KSU)	- Use a wider range of
	identification and use.	manufactured boards.	uses and appropriateness.	Key Learning (KSU)	- Use a wider range	materials and
	Students given the		- supported use of 2D CAD	- Supported use of 2D	of materials and	components, including,
	opportunity to explore	Key Learning (KSU)	following a simple check	CAD following a simple	components,	mechanical and
	and use hand tools to	-With guidance can	list.	check list.	including, mechanical	electrical components.
	cut a basic shape.	follow basic	- Describe what their	- Describe what their	and electrical	-Health and safety
		procedures for health	products are for and how	products are for and	components.	regarding soldering
	Key Learning (KSU)	and safety when using	they will work	how they will work	-Health and safety	equipment.
	-Explain their choices of	machinery and hand	- Say how they will make	- Say how they will	regarding soldering	- Independently select
	tools and materials.	tools.	their product suitable for	make their product	equipment.	equipment, materials
	-State why they are	-Choose suitable and	their intended users	suitable for their	- Independently	and components
	following a specific	appropriate ways to	- With help select tools,	intended users	select equipment,	suitable for the task.
	safety procedure.	assemble and join	equipment and materials	- With help select	materials and	- Make simple

	materials togetherCan classify a range of manufactured boardsFrom a given range, select tools and equipment suitable for a task.	suitable for the task. - Able to measure, mark out, cut and shape materials with some accuracy	tools, equipment, materials suitable for the task Able to measure, mark out, cut and shape materials with some accuracy	components suitable for the task Make simple judgments about their products and ideas against design criteria	judgments about their products and ideas against design criteria
Students will research, investigate and make a product that will encourage wildlife into domestic gardens due to habitat loss. e.g. Nesting boxes, feeders and bug hotels.	Students will research, investigate and make a product that will encourage wildlife into domestic gardens due to habitat loss. E.g. Nesting boxes, feeders and bug hotels.	Mechanisms Students will look at linkages and levers. They will research different mechanisms and then make their own Parallel motion linkage. They will use this knowledge to produce a	Mechanisms Students will look at linkages and levers. They will research different mechanisms and then make their own Parallel motion linkage. They will use this	Students will research a range of desk tidies, looking at designs through the ages and designers. Research appropriate materials and suitable wood joints	Desk tidy project Students will research a range of desk tides, looking at designs through the ages and designers. Research appropriate materials and suitable wood joints for their project.
Key Learning (KSU) -Use 2D CAD independently to create complex drawingsIdentify and solve their design problemsExplain choices of materials and components according to their functional propertiesMake use of specialist equipment to mark out and cut materials. E.G. Marking gauge, bevel gauge, tri-square, hole	Key Learning (KSU) -Use 2D CAD independently to create complex drawings. -Identify and solve their design problems. -Explain choices of materials and components according to their functional properties. -Make use of specialist equipment to mark out and cut materials. E.G. Marking gauge, bevel	hinged toolbox /jewellery box. Key Learning (KSU) - Select appropriate tools e.g. marking gauge, tenon saw, and pillar drill, techniques, processes, equipment and machinery - Use exploded views of finger joints - Consider additional factors such as ergonomics and anthropometric needs Can classify ferrous and non-ferrous metals.	knowledge to produce a hinged toolbox /jewellery box. Key Learning (KSU) - Select appropriate tools, e.g. marking gauge, tenon saw, and pillar drill, techniques, processes, equipment and machinery - Use exploded views of finger joints - Consider additional factors such as ergonomics and anthropometric needs.	for their project. Key Learning (KSU) Select suitable materials considering their fitness for purpose Select appropriate tools, e.g. tenon saw, pillar drill, doweling jig and frame clamp Demonstrate resourcefulness when tackling practical problems Use a range of material joining	Key Learning (KSU). - Select suitable materials considering their fitness for purpose. - Select appropriate tools, e.g. tenon saw, pillar drill, doweling jig and frame clamp. - Demonstrate resourcefulness when tackling practical problems. - Use a range of material joining techniques.

	pillar drillApply a range of finishing techniques with accuracy and skillInvestigate the positive and negative impact that products can have in the wider world.	saws, tenon saw and pillar drillApply a range of finishing techniques with accuracy and skillInvestigate the positive and negative impact that products can have in the wider world.	involve a number of steps Follow procedures for health and safety and understand the risks	and non-ferrous metals. - Use techniques that involve a number of steps. - Follow procedures for health and safety and understand the risks	- Name a range of designers, and manufacturers and be able to relate their products to their own designing and making Apply a range of finishing techniques, including those from art and design, to a range of materials.	designers, and manufacturers and be able to relate their products to their own designing and making. - Apply a range of finishing techniques, including those from art and design, to a range of materials.
Year 9	Ferrous and Non-Ferrous metals In this unit students will investigate a range of different metals, properties and their uses to produce an identity tag, candlestick holder and bottle opener. Key Learning (KSU). - Be able to classify ferrous, non-ferrous metals. - Know about the physical properties of materials, brittleness, flexibility, elasticity, malleability, durability	Ferrous and Non-Ferrous metals In this unit students will investigate a range of different metals, properties and their uses to produce an identity tag. Key Learning (KSU). - Be able to classify ferrous, non-ferrous metals. - Know about the physical properties of materials, brittleness, flexibility, elasticity, malleability, durability and toughness. - Explain choices of	In this unit students will learn about different aspects of technical drawing, orthographic, isometric and apparatus required to complete working drawings. Key Learning (KSU) Be able to identify the difference between orthographic, isometric and oblique drawings. Identify apparatus needed to complete drawings. Understand 3D, 2D CAD. Be able to produce exploded and assembled working drawings. Use and	In this unit students will learn about different aspects of technical drawing, orthographic, isometric and apparatus required to complete working drawings. Key Learning (KSU). - Be able to identify the difference between orthographic, isometric and oblique drawings. Identify apparatus needed to complete drawings. Understand 3D, 2D CAD. Be able to produce		

	and toughness.	materials and	understand scale.	exploded and		
	- Explain choices of	components according		assembled working		
	materials and	to their functional		drawings. Use and		
	components according	properties.		understand scale.		
	to their functional	- Make use of specialist				
	properties.	equipment to mark out				
	- Make use of specialist	and cut materials. E.G.				
	equipment to mark out	Scribers, Centre				
	and cut materials. E.G.	punches, Hacksaws				
	Scribers, Centre	and files.				
	punches, Hacksaws and	and mes.				
V 40	files.	TI: I IA I	le: 1:II			
Year 10	City and Guilds		ılti skills course gives learners			
			the different trades within co			
	Students will look at		e and skills in Health & Safety	•	try	
	Health and safety in the		he industry or DIY tasks at hor	ne		
	construction industry.	• courses				
	Key Learning (KSU)	All this is achieved by the design of this a multi skilled course that is tailored to each individual, with a choice from over 20 units,				
	The learner will:		ar order and it covers the mai			
	-Know the importance	and painting and decorat	ting. Each unit will cover the t	ools materials and the hea	Ith and safety involved in	completing the practical
	of health and safety in	tasks.				
	the construction					
	industry.					
	-Know how to minimise					
	the risk of accidents					
	caused by hazards.					
	-Know safety signs and					
	their categories					
	(Prohibitive, Mandatory,					
	Information and					
	Warning) -Know					
	Personal Protective					
	Equipment (PPE).					
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Year 11	Introduction to the	Electrical installation	Electrical installation	Plumbing	Plumbing	
	construction industry					
		Learners will be able to	Learners will be able to	Learners will be able to	Learners will be able	
	Learners will look at	identify tools and	identify tools and	identify tools and	to identify tools and	
	sustainability, materials,	materials that are	materials that are needed	materials that are	materials that are	
	construction methods,	needed to complete	to complete various	needed to complete	needed to complete	
	activities and job	various assessments	assessments relating to	various assessments	various assessments	
	opportunities.	relating to electrical	electrical installations and	relating to plumbing	relating to plumbing	
		installations and	explore various activities	installations and	installations and	
	Key learning (KSU)	explore various	and job opportunities that	explore various	explore various	
	- Know types of	activities and job	are trade specific.	activities and job	activities and job	
	construction methods	opportunities that are		opportunities that are	opportunities that	
	used (Traditional and	trade specific.	Key Learning (KSU)	trade specific.	are trade specific.	
	Modern)		Identify L, E and N wires.			
	- Understand what	Key Learning (KSU)	Know different types of	Key Learning (KSU)	Key Learning (KSU)	
	sustainable construction	Identify L, E and N	switched socket circuits	Learners will be able to	Learners will be able	
	is.	wires.	(radial and ring main).	construct frames using	to construct frames	
	- know types of	Know different types	Lighting circuits (1 and 2	non- manipulative	using non-	
	activities and job	of switched socket	way). Construct PVC wiring	fittings, soldered and	manipulative fittings,	
	opportunities in the	circuits (radial and ring	systems and cut bend, join	pre soldered joints.	soldered and pre	
	construction	main). Lighting circuits	and thread conduit.	Remove and refit a	soldered joints.	
	Industry.	(1 and 2 way).		radiator. Install	Remove and refit a	
		Construct PVC wiring		rainwater goods and	radiator. Install	
		systems and cut bend,		connect pipes and	rainwater goods and	
		join and thread		fittings to appliances.	connect pipes and	
		conduit.			fittings to appliances.	