



2023-24 KS3 Curriculum Plan

**Please note that some pupils may do the years work
in a different order due to access to rooms**

**Progression is planned through year-on-year
development of knowledge and skills**

Year 7 2023-24 Curriculum Plan

The focus for D&T in Year 7 is about Health & Safety, getting to know the tools/materials and doing practical stuff!

Term		Autumn Term 1 (8 weeks)		Autumn Term 2 (6 weeks)		Spring Term 1 (6 weeks)		Spring Term 2 (5 weeks)		Summer Term 1 (7 weeks)		Summer Term 2 (7 weeks)			
1	05/09	Intro to D&T, Workshop H&S, tools and equipment	06/11	Pencil Box (Focussed Practical Task, FPT)	3/01	Intro to Polymers & Strip Heater Demo	19/02	Post It Holder Finishing	08/04	Evaluation, Assessment & Reflection Theory/Topic Quiz	03/06	Evaluation, Assessment & Reflection			
2	11/09	Intro to Timber	13/11		08/01		26/02	Evaluation, Assessment & Reflection	15/04	Extending Polymers & Vacuum Former Demo	10/05	Intro to Mechanisms			
3	18/09	Pencil Box (Focussed Practical Task, FPT)	20/11	Evaluation, Assessment & Reflection Theory/Topic Quiz	15/01	Post It Holder Intro to CAD/CAM Strip heater (Design & Make Task)	04/03	Extending CAD & drawing skills (isometric)	22/04	Ball Bearing Mazes (Design & Make Task)	17/05	Draw Bridge (Collaborative Problem-Solving Task)			
4	25/09		27/11		22/01		11/03		29/04		24/06	ENRICHMENT			
5	02/10		04/12	Assessment Week (In-class exam)	29/01		18/03	07/05	01/07		Draw Bridge (Collaborative Problem-Solving Task)				
6	09/10		11/12	Assessment & Reflection	5/02			13/05	08/07						
7	16/10							20/05	15/07						
8	23/10														

Project One:
Pencil Box

Project Two:
Post It Holder
& CAD CAM

Project Three:
Mould making
Vacuum Forming

Project Four:
Vacuum Formed Maze

Project Five:
Draw Bridge

Year 8 2023-24 Curriculum Plan

The focus for D&T in Year 8 is CREATIVITY, use your imagination to create and manufacture interesting products!

Term		Autumn Term 1 (8 weeks)		Autumn Term 2 (6 weeks)		Spring Term 1 (6 weeks)		Spring Term 2 (5 weeks)		Summer Term 1 (7 weeks)		Summer Term 2 (7 weeks)
1	05/09	D&T expectations, Workshop H&S, tools and equipment	06/11	Battery Tester Intro to CAD/CAM (Design & Make Task)	3/01	Pewter Jewellery Mould Making Pewter Casting (Design & Make Task)	19/02	Assessment Week (In-class exam)	08/04	Sustainability & Product Life Cycle	03/06	Sustainable Design Decorative Mirror Frame (Design & Make Task)
2	11/09	Intro to Smart Materials	13/11		08/01		26/02	Evaluation, Assessment & Reflection	15/04	Sustainable Design Tetra Pack Upcycling Bird Feeder (Design & Make Task)	10/05	
3	18/09	Battery Tester Intro to CAD/CAM (Design & Make Task)	20/11	Evaluation, Assessment & Reflection Theory/Topic Quiz	15/01		04/03	Pewter Jewellery Packaging (Design & Make Task)	22/04		17/05	
4	25/09		27/11		22/01		11/03	Evaluation, Assessment & Reflection Theory/Topic Quiz	29/04		24/06	ENRICHMENT
5	02/10		04/12	Intro to Biomimicry	29/01		18/03		07/05		01/07	Sustainable Design Decorative Mirror Frame (Design & Make Task)
6	09/10		11/12	Pewter Jewellery Biomimicry design (Design & Make Task)	5/02			13/05	08/07			
7	16/10							20/05	Evaluation, Assessment & Reflection	15/07	Evaluation, Assessment & Reflection Theory/Topic Quiz	
8	23/10											

Project One:
Battery Tester
11 weeks

Project Two:
Pewter Jewellery
11 weeks

Assessment
In-class assessment of
knowledge & design skills

Project Four:
Sustainability & upcycling
Bird Feeder/Mirror Frame
13 weeks

Year 9 2023-24 Curriculum Plan

The focus for D&T in Year 9 is about developing independence, problem solving and thinking outside the box!

Term		Autumn Term 1 (8 weeks)		Autumn Term 2 (6 weeks)		Spring Term 1 (6 weeks)		Spring Term 2 (5 weeks)		Summer Term 1 (7 weeks)		Summer Term 2 (7 weeks)
1	05/09	D&T expectations, Workshop H&S, tools and equipment	06/11	Animal Grabber Creative Mechanisms (Instructional Making Tasks & DESIGN Task)	3/01	Animal Grabber Creative Mechanisms (Instructional Making Tasks & DESIGN Task)	19/02	Board Game Understanding a Target Market Paper & Board CAD & IT	08/04	Board Game finishing	03/06	Vehicle Challenge (Iterative Design & Collaborative Problem- Solving Task)
2	11/09	SCAMPER Learning to think creatively	13/11		08/01		26/02		15/04	Testing, Evaluation, Assessment & Reflection	10/05	
3	18/09		20/11	Exams	15/01	04/03	22/04		17/05			
4	25/09		27/11	EXAM Reflection & Assessment	22/01	Intro to Paper & Board	11/03		29/04	Intro to Motion and Iterative Design	24/06	ENRICHMENT
5	02/10		04/12	Animal Grabber Creative Mechanisms (Instructional Making Tasks & DESIGN Task)	29/01	Board Game Understanding a Target Market Paper & Board CAD & IT	18/03		07/05	Vehicle Challenge (Iterative Design & Collaborative Problem- Solving Task)	01/07	Vehicle Challenge (Iterative Design & Collaborative Problem- Solving Task)
6	09/10		11/12		5/02		13/05		08/07			
7	16/10	Animal Grabber Creative Mechanisms (Instructional Making Tasks & DESIGN Task)					20/05		15/07		Testing, Evaluation & Reflection	
8	23/10											

Project One:
SCAMPER
4 weeks

Project Two:
Animal Grabber
12 weeks

Exam
Subject knowledge &
design skills

Project Three:
Board Game
11 weeks

Project Four:
Vehicle Challenge
10 weeks

