

THE LEARNING JOURNEY FOR DESIGN AND TECHNOLOGY

Unit / Block of work	Key Episodes / Questions	Additional Detail	Colour Code	Length of time.	Possible Symbol?	Learner Attribute(s)
Classification of materials and processes - Desk organiser	Investigate into a range of seasoning processes analyse a range of joining methods for woods Be able to recognise a range of types of woods. Be able to generate ideas using SCAMPER learn how to generate ideas through crating/isometric Be able measure and mark accurately Be able to design and manufacture my desk organiser	IGCSE Exam content IGCSE coursework - link to Criterion 3 - generating ideas and IGCSE Design paper 1- Q3 AT IGCSE Criterion 4 - students must develop prototypes and final idea using a range of workshop skills and Criterion 6 - students must reflect and log their making journey	Green	1 term	sketches of design ideas	Inquirer
Ramadan project	Understanding the importance of accurate measurements Being able to use a variety of tools to accurately mark out and record measurements Increasing challenge of Fusion 360 tools Celebrating success by displaying work in student reception Being introduced to new tools and equipment Introduction to CAD/CAM	IGCSE coursework - link to Criterion 1 IGCSE coursework - link to Criterion 2 IGCSE coursework - link to Criterion 3	Yellow	1 term	Callipers	Thinker
IGCSE coursework			Purple	1 term	Design portfolio	Inquirer
Coursework Personal Project	Students will structure their own project responding to a theme. Develop creative thinking in areas relevant to design and technology. Apply problem-solving skills to practical and technological problems Develop the communication skills central to design, realisation and evaluation	This coursework project will constitute 50% of the final mark. Recall, select and communicate knowledge and demonstrate understanding in design & technology, including its wider effects. AO2 Application Apply knowledge, understanding and skills in a variety of contexts and in designing and making products. AO3 Analysis and evaluation			Cambridge national exam board logo	
Design brief/ identification (5marks)						
Specification/ research (10Marks)						
Generation of possible ideas (20Marks)	Gain knowledge and understanding of design and technology Develop skills in research and investigation					
Paper 1: 1 hour 15 minutes	Underpin exam techniques for the design paper Develop evaluative language					

This project requires planning for next academic year