

Curriculum Overview – Autumn Term 2022-2023

Subject: Design & Technology GCSE

Year group: 10

Unit number	Unit name	Key learning aspects (knowledge, understanding, skills)	Key assessment opportunities
1	Baseline test, Written and drawing	Understand the level of knowledge, the student is at from the start of the year	Baseline test, Written and drawing assignment
2	Safety in the workshop	Understand the importance of health and safety in the workshops Know how to behave in lessons and the workshop Learn how to use machines and a variety of hand tools safely	Baseline testing Oral and written responses to questions Peer discussion
3	Designing a Logo	Be able to develop, communicate, record, and justify design ideas, applying suitable techniques Be able to Identify appropriate sources of information that will help them with the designing of the logo Understand the Environmental, social, and economic challenges when identifying opportunities and constraints that influence the processes of designing a logo Develop design ideas into a chosen design	Design ideas Realisation of their ideas Written evaluation
4	Graphics Techsoft 2D	Be able to draw basic lines, scaling, measuring, shading, drawing on different layers line type	Hard copy outcome of their final pieces of work.

		<p>Be able to draw 2D and change to 3D Isometric orthographic perspective</p> <p>Be able to use the program in a confident manner</p>	<p>Personal assessment of work</p>
5	<p>Design and make a headphone stand</p>	<p>Be able to select appropriately from a wider, more complex range of materials, components, and ingredients, considering their properties such as water resistance and stiffness</p> <p>Be able to use specifications to inform the design of innovative, functional, appealing products that respond to needs in a variety of situations</p> <p>Be able to use a variety of hand tools and machines to produce the headphone stand</p>	<p>Design ideas</p> <p>Realisation of ideas</p> <p>Written evaluation</p>