

## Curriculum Overview – Autumn Term 2022-2023

**Subject:** Design & Technology

**Year group:** 9

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 testing
2	Safety in the workshop	Understand the importance of health and safety in the workshops. 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	Money box	Be able to Identify appropriate sources of information that will help them with the designing of the Money box Practise freehand sketching and use of colour crayons Be able to use a variety of techniques including model making Be able to use materials that are fit for the purpose – i.e., flat and can be laser cut	Design ideas The 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 Be able to draw 2D and change to 3D Isometric orthographic perspective Be able to use the program in a confident manner	Design ideas The realisation of ideas Written evaluation

5	Acrylic clock	Be able to Identify appropriate sources of information that will help them with the designing of the acrylic clock Be able to understand the characteristic of the materials Be able to use the laser cutter	Design ideas The realisation of ideas Written evaluation