



Sandbach School

Design and Technology Curriculum

Key Stage 5

Key Aims:

To embed and develop knowledge learnt during KS4

- Improve subject knowledge and make the link between Product Design and the Real World

- KS5 Careers Opportunities**
- Trips to Siemens and Bentley
 - University Visit
 - Work Experience
 - The roles of Architects and Engineers
 - Job Opportunities linked to Product Design
 - UniFrog and Post 18 Opportunities
 - Discussions with experts in the field

Key Stage 4

Key Aims:

To embed and develop knowledge learnt during KS3

- Demonstrate a range of skills – practical, CAD/CAM, planning and developing
- Be able to Research and understand the needs of the user
- Improve subject knowledge and explain the use of Materials and Processes

- KS4 Careers Opportunities**
- Work Experience
 - Links to Designers and the work of others
 - Literacy and Presentations on Careers
 - Discussion and Research about Materials and Processes in Industry

Key Stage 3

Key Aims:

Gaps in National Curriculum

- Practical Expertise
- Make high quality prototypes
- Use specialist tool, techniques and processes
- Range of Materials
- Taught how to cook – range of techniques

Y9 Depth Curriculum: Yr 9 students develop a detailed knowledge and understanding about the characteristics, working properties and processes linked to key materials i.e. HT1 woods and metals and casting, HT2 Technical drawing skills, and HT5/6 Product prototyping, testing and sustainability (This builds on related topics & knowledge introduced in the Yr 7 and Yr 8 schemes).

- Yr 7 Careers Opportunities**
- Introduction to Careers in D&T
 - Class discussions about Careers
 - Understanding the Link Between D&T and Careers



By the end of **KS5**, students should be able to:

- Produce extended and in-depth NEA that demonstrates a practical outcome for a real life problem
- Work alongside a Client
- Explain Materials and Processes in depth

By the end of **KS4**, students should be able to:

- Produce NEA that has fulfilled the requirements of the Exam Board and met the needs of a user
- Explain a range of Materials and Processes
- Made the link between D&T in the Workshop and the Real World
- Demonstrate a range of skills and problem solve

By the end of **KS3**, students should be able to:

- Produce creative ideas
- Have an understanding of how Designers work
- Understand elements of the Design Process
- Have experienced some practical activities

KS5 Skill Mastery:
Critical Evaluation (CE)
Key Concepts (KC)
Terminology (WT)

Alongside half termly projects students will study the theoretical knowledge taken from the AQA specification, which is highlighted on the DT block plans.

Yr9 Breadth - Where Yr7 & 8 receive an introduction to foundation knowledge skills, Yr9 broaden their understanding by applying this knowledge to a focus practical tasks involving the entire design process from product conception to evaluation. Focus on personal organisation, time management, understanding key principles of marking out, cutting and finishing techniques.

- Yr 8 Careers Opportunities**
- Further exploration of Careers in D&T
 - Class discussions about Careers
 - Exploring the Link between D&T and Industry

- Key Stage 2 Curriculum**
- Identifying word types
 - Root words, prefixes, suffixes
 - Morphology, etymology
 - Thematic links between texts
 - Drawing inferences
 - Summarising ideas
 - Understand wide range of texts