



# 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

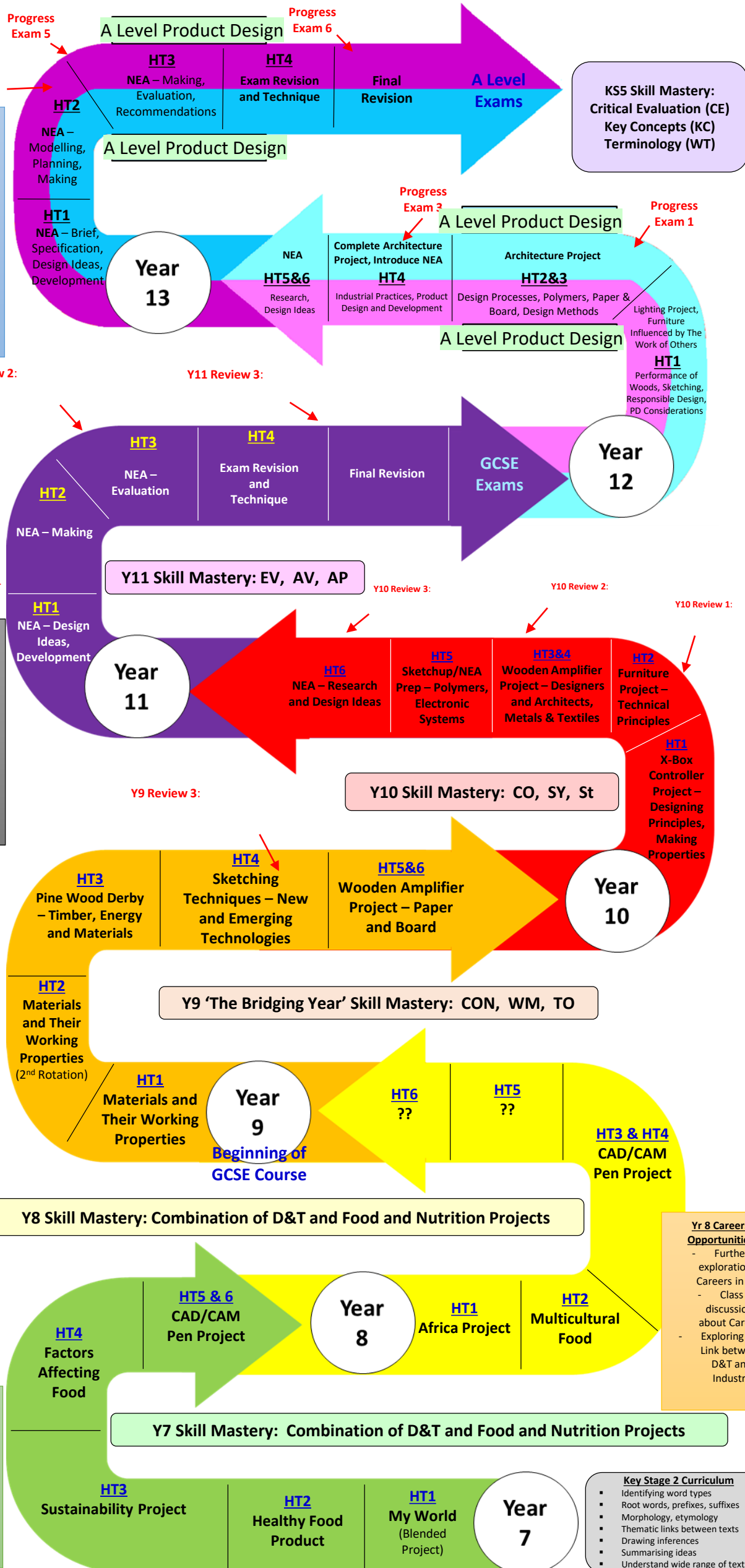
### Key Stage 3

#### 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

- 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)

**Y11 Skill Mastery:** EV, AV, AP

**Y10 Skill Mastery:** CO, SY, St

**Y9 'The Bridging Year' Skill Mastery:** CON, WM, TO

**Y8 Skill Mastery:** Combination of D&T and Food and Nutrition Projects

**Y7 Skill Mastery:** Combination of D&T and Food and Nutrition Projects

- 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