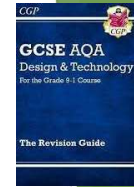
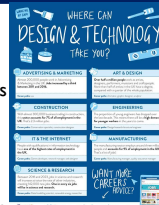




Creativity is allowing yourself to make mistakes. Design is knowing which ones to keep.

Design is not just what it looks like and feels like. Design is how it works. - Steve Jobs

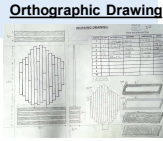
Career pathways



Subject specific quote

Spring Term (1)

Model making for the NEA, first and final. Planning of stages and recording of events in the folder. Theory for exam.



Spring Term (2)

Complete the NEA along with all the planning photographs uploaded and evidence in the folder, plus testing and evaluation in place from the client. Theory for exam.

Summer Term (1)

Revision and exams and NEA to be submitted.

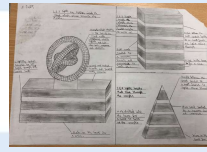


Autumn Term (2)

Continue the NEA – development section. Theory and revision

Autumn Term (1)

Theory and revision for the mock. Continue the NEA - designing section – initial designs



Spring Term (2)

Practical project (Easel) to enable learning of how to cut different wood joints. Theory related to this.



Summer Term (1)

Use of the vacuum former (masks) and the theory related to this and other industrial processes.



Summer Term (2)

Introduce the NEA. Refer pupils to their mini NEA to gauge what is needed. Pupils start to work on their NEA.



Spring Term (1)

Mini NEA - making



Autumn Term (2)

Theory and revision for exams. Introduce a mini NEA. Go through the relevant design sheets..

Autumn Term (1)

Graphics, design based tasks and theory. Materials research.



Spring Term (2)

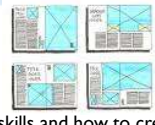
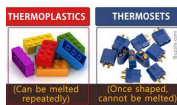
How to cut rabbit and finger joints – complete test joints. Make the storage box. Learn how to use 2D Design design to create the lid.

Summer Term (1)

Textiles project -storage or bags, iPad holders. Use of upcycling. Theory and design work for the product interwoven throughout.

Summer Term (2)

Make the chosen type of textiles storage. Test and evaluate.



Spring Term (1)

Theory into wood and plastics- Thermosetting and Thermoplastics. Introduce the storage box project.

Autumn Term (2)

A graphics project

Autumn Term (1)

Re cap on graphics skills and how to create a range of annotated designs on a page and layout. Carry out some layout page ideas and encourage creativity.

Spring Term (2)

How to create a working drawing. Design and make a clock based on an Art and Design era.



Summer Term (1)

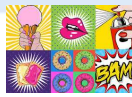
Textiles project Re cap on using hand and machine skills. Produce an accurate working drawing of their cushion.

Summer Term (2)

Design and make an upcycled cushion using the sewing machine and hand skills to embellish.

Spring Term (1)

Re cap on safety in the workshop. Understand different Art and design movements and eras. The design process.



Autumn Term (2)

A graphics project incorporating the use of 2D design.



Autumn Term (1)

More advanced 3D drawing skills, two point perspective and isometric drawing. More advanced use of 2D design



Spring Term (2)

A collection of mini makes, in order for all students to complete a provisional practical licence.



Summer Term (1)

Introduction to textiles and the equipment. How to hand sew and use the sewing machine.



Summer Term (1)

Design and make a phone sleeve using the hand and machine skills. First and final design, including a working drawing of the phone.

Spring Term (1)

Introduction to the workshop – safety, tools and equipment. Basic hand tools and use of them. Mini projects.



Autumn Term (2) Fast food project and introduction to Logos, typography and 2D Design

Autumn Term (1) Graphics using 2D and 3D skills. 3D drawing, using one point perspective.

