



Y10 Curriculum Map: Design

	Timing*	Unit	Core content	Core objectives	Key Skills
1	Autumn 1	Mini introduction project	•	•	•
2	Autumn 2	Mini introduction project		•	•
3	Spring 1	Assessed coursework	<ul style="list-style-type: none"> Investigating the design context 	<ul style="list-style-type: none"> understand the design principles of form, function and fitness for purpose; understand the role that designers and product developers have, and the impact and responsibility they have on and to society analyse and evaluate existing products, including those from professional designers develop and use design briefs and specifications for product development; 	<ul style="list-style-type: none"> Researching Problem solving Analysing Reflecting Evaluating
4	Spring 1	Assessed coursework	<ul style="list-style-type: none"> Development of Design Proposals (including modelling) 	<ul style="list-style-type: none"> be creative and innovative when designing; design products to meet the needs of clients and consumers; understand the design principles of form, function and fitness for purpose; consider the conflicting demands that moral, cultural, economic, and social values and needs can make in the planning and in the designing of products; consider environmental and sustainability issues in designing products; generate design proposals against a stated design criteria, and to modify their proposals in the light of on-going analysis, evaluation and product development; 	<ul style="list-style-type: none"> Creativity Designing Sketching Annotating Evaluating Presentation Rendering



Y10 Curriculum Map: Design

	Timing*	Unit	Core content	Core objectives	Key Skills
5	Spring 2	Assessed coursework	<ul style="list-style-type: none"> Development of Design Proposals (including modelling) 	<ul style="list-style-type: none"> use, where appropriate, a range of graphic techniques and ICT (including digital media), including CAD, to generate, develop, model and communicate design proposals; communicate the design proposal in an appropriate manner; be flexible and adaptable when designing; Be able to demonstrate excellent development work through experimentation with a wide variety of techniques and modelling (including CAD where appropriate) in order to produce a final design solution Be able to develop Imaginative and innovative ideas, demonstrating creativity, flair and originality. Further developments made to take account of ongoing research 	<ul style="list-style-type: none"> Creativity Designing Sketching Annotating Evaluating Presentation Rendering
6	Summer 1	Assessed coursework	<ul style="list-style-type: none"> Making 	<ul style="list-style-type: none"> select and use tools/equipment and processes to produce quality products; consider the solution to technical problems in the design and manufacture process; use tools and equipment safely with regard to themselves and others; work accurately and efficiently in terms of time, materials and components; manufacture products applying quality control procedures; have knowledge of Computer Aided Manufacture (CAM) and to use as appropriate; ensure, through testing, modification and evaluation, that the quality of their products is suitable for intended users and devise modifications where necessary that would 	<ul style="list-style-type: none"> Making skills Quality control skills Problem solving ICT skills



Y10 Curriculum Map: Design

	Timing*	Unit	Core content	Core objectives	Key Skills
				improve the outcome(s); <ul style="list-style-type: none"> recognise the advantages of working as part of a team when designing and making products. 	
7	Summer 2	Assessed coursework	<ul style="list-style-type: none"> Making 	<ul style="list-style-type: none"> Develop a final outcome(s) which shows a high level of making/modelling/finishing skills and accuracy Be able to select and use appropriate tools, materials and/or technologies including, where appropriate, CAM correctly, skilfully and safely Worked independently to produce a rigorous and demanding outcome Show evidence of Quality control throughout the project and it is clear how accuracy has been achieved. Be able to produce an outcome which has the potential to be commercially viable and is suitable for the target market 	<ul style="list-style-type: none"> Making skills Quality control skills Problem solving CAD/CAM skills