



## Y11 Curriculum Map: Design

	Timing*	Unit	Core content	Core objectives	Key Skills
1	Autumn 1	Assessed coursework	<ul style="list-style-type: none"> <li>Making</li> </ul>	<ul style="list-style-type: none"> <li>Develop a final outcome(s) which shows a high level of making/modelling/finishing skills and accuracy</li> <li>Be able to select and use appropriate tools, materials and/or technologies including, where appropriate, CAM correctly, skilfully and safely</li> <li>Worked independently to produce a rigorous and demanding outcome</li> <li>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</li> </ul>	<ul style="list-style-type: none"> <li>Making skills</li> <li>Quality control skills</li> <li>Problem solving</li> <li></li> </ul>
2	Autumn 2	Assessed coursework	<ul style="list-style-type: none"> <li>Testing and Evaluation</li> </ul>	<ul style="list-style-type: none"> <li>Be able to test and evaluate the final design proposal against the design specification;</li> <li>Be able to evaluate the work of other designers to inform their own practice</li> <li>Be able to evaluate and justify the need for modifications to the product and consideration given as to how the outcome might need to be modified for commercial production</li> </ul>	<ul style="list-style-type: none"> <li>Evaluation</li> <li>Reflection</li> <li>Modifying</li> <li>Justifying</li> <li>Testing</li> </ul>
3	Spring 1 Spring 1 Spring 2 Summer 1	Exam preparation	<ul style="list-style-type: none"> <li></li> </ul>	<ul style="list-style-type: none"> <li>Understand the processes and techniques which aid manufacture and of the commercial application of a range of materials used in manufacturing their products in quantity.</li> <li>Develop an understanding of the broad perspectives of the designed world and understand the role designers play in Design.</li> <li>Be able to produce quality, annotated 2D and 3D freehand drawings;</li> <li>Be able to distinguish between quality of design and</li> </ul>	<ul style="list-style-type: none"> <li>Sketching</li> <li></li> </ul>



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	Timing*	Unit	Core content	Core objectives	Key Skills
				<p>quality of manufacture;</p> <ul style="list-style-type: none"> <li>• Have an understanding of product life-cycle including design introduction, evolution, growth, maturity, decline and replacement;</li> <li>• Understand the needs and wants of customers;</li> <li>• Understand the 6 Rs rules – repair, reduce, recycle, re-use, re-think, refuse;</li> <li>• Consider environmental issues related to Design.</li> <li>• Understand the reasons for and consequences of, the increased and reduced use of product packaging;</li> <li>• be aware of the advantages and disadvantages of re-cycling and re-using materials.</li> <li>• recognise different CAD/CAM and ICT input and output devices and their function;</li> <li>• know the benefits and costs of CAD/CAM and ICT;</li> <li>• recognise hazards, understand risk assessment and take steps to control the risks to themselves and others;</li> <li>• recognise information relating to legislation intended to protect the public;</li> <li>• recognise symbols and signs relating to quality assurance endorsed by recognised authorities</li> </ul>	