

Design & Technology Curriculum Map - Year 9

Term	Units of Study	Curriculum Guidelines	NC –Aims / Focus Points
<p style="text-align: center;">Autumn 1 9A</p>	<p style="text-align: center;">Furniture Build - Chairs</p>	<ul style="list-style-type: none"> • Develop and communicate designing ideas using annotated sketches. • Identify and solve their own problems and understand how to reformulate problems given to them • Account the views of intended users and other interested groups. • Test, evaluate and refine their ideas and products against a specification. • Understand and use the properties of materials and the performance of structural elements to achieve function solutions. 	<ul style="list-style-type: none"> • Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world. • Critique, evaluate and test their ideas and products and the work of others. • Build and apply a repertoire of knowledge, understanding and skills in order to design and build.
<p style="text-align: center;">Autumn 2 9B</p>	<p style="text-align: center;">Furniture Build - Chairs</p>	<ul style="list-style-type: none"> • Develop and communicate designing ideas using annotated sketches. • Identify and solve their own problems and understand how to reformulate problems given to them 	<ul style="list-style-type: none"> • Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.

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<p>Spring 1 9A</p>	<p>Furniture Build - Tables</p>	<ul style="list-style-type: none"> • Develop and communicate designing ideas using annotated sketches and detailed plans in 3-D • Select from and use specialist tools, techniques and processes, equipment and machinery precisely including computer-aided manufacture • Understand how more advanced electrical and electronics systems can be powered and used in their products 	<ul style="list-style-type: none"> • Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world. • Critique, evaluate and test their ideas and products and the work of others. • Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality

		<p>i.e. movement.</p> <ul style="list-style-type: none"> • Select from and use a wider, more complex range of materials, components and taking into account their properties. 	<p>prototypes and products for a wide range of users.</p>
<p>Spring 2 9B</p>	<p>Furniture Build - Tables</p>	<ul style="list-style-type: none"> • Develop and communicate designing ideas using annotated sketches and detailed plans in 3-D • Select from and use specialist tools, techniques and processes, equipment and machinery precisely including computer-aided manufacture • Understand how more advanced electrical and electronics systems can be powered and used in their products i.e. movement. • Select from and use a wider, more complex range of materials, 	<ul style="list-style-type: none"> • Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world. • Critique, evaluate and test their ideas and products and the work of others. • Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users.

		<p>components and taking into account their properties.</p>	
<p>Summer 9A</p>	<p>Speakers</p>	<ul style="list-style-type: none"> • Develop specifications to inform the design of the innovative, functional, appealing products that respond to needs in a variety of situations. • Develop and communicate designing ideas using annotated sketches. • Select from and use specialist tools, techniques and processes. • Understand developments in design and technology, its impact on individuals, society and the environment and the responsibilities of designers, engineers and technologists. • Understand how more advanced electrical and electronics systems 	<ul style="list-style-type: none"> • Critique, evaluate and test their ideas and products and the work of others. • Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world. • Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users.

		<p>can be powered and used in their products i.e. light, sound and inputs and outputs.</p> <ul style="list-style-type: none"> • Applying computing and use electronics to embed intelligence in products respond to inputs i.e. sensors, control outputs using programmable components. 	
<p>Summer 2 9B</p>	<p>Speakers</p>	<ul style="list-style-type: none"> • Develop specifications to inform the design of the innovative, functional, appealing products that respond to needs in a variety of situations. • Develop and communicate designing ideas using annotated sketches. • Select from and use specialist tools, techniques and processes. • Understand developments in design and technology, its impact on individuals, society 	<ul style="list-style-type: none"> • Critique, evaluate and test their ideas and products and the work of others. • Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world. • Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and

		<p>and the environment and the responsibilities of designers, engineers and technologists.</p> <ul style="list-style-type: none">• Understand how more advanced electrical and electronics systems can be powered and used in their products i.e. light, sound and inputs and outputs.• Applying computing and use electronics to embed intelligence in products respond to inputs i.e. sensors, control outputs using programmable components.	<p>products for a wide range of users.</p>