

Lessons may differ slightly depending on Week 1/2 & number of lessons in each					Lessons may differ slightly depending on Week 1/2 & number of lessons in each					Lessons may differ slightly depending on Week 1/2 & number of lessons in each							
Week	Unit	Year 9	Assessment	Homework	Week	Unit	Year 10	Assessment	Homework	Week	Unit	Year 11	Assessment	Homework			
1	Introduction to Graphics	Introduction to Year 9 GCSE. Overview.			1	Packaging : DVD/Games case	Introduction to Year 10 GCSE.			1	NEA Project Work From choice of 3x project briefs set by AQA exam board in June. 50% of overall GCSE grade.	Review of Summer Holiday progress. Plan calendar for Academic year.					
		Seating Plan. Expectations etc		Equipment and folder.				Seating Plan. Expectations etc		Own research				SECTION A: IDENTIFYING & INVESTIGATING Task Analysis / Target User Analysis / Work of others Analysis 1	Generic progress check and feedback. Individual and specific feedback is not permitted		
2		Issue booklet: Introduction to Graphics			2		Introduction to Design Project						2		SECTION A: IDENTIFYING & INVESTIGATING DESIGN POSSIBILITIES	Generic progress check and feedback. Individual and specific feedback is not permitted	
		Freehand Sketching 1					Research			TMG Feedback			3		Work of others Analysis 2 / Impact of society / EXT tasks	Generic progress check and feedback. Individual and specific feedback is not permitted	
3		Freehand Sketching 2			3		Research								SECTION B: PRODUCING A BRIEF & SPECIFICATION Design Brief	DEADLINE A	Theory Work: Seneca Tasks Revision and Workbook tasks.
		Sketching & Drawing 1					TMG questionnaire/ feedback						4		SECTION B: PRODUCING A BRIEF & SPECIFICATION Initial Specification Targets set	Generic progress check and feedback. Individual and specific feedback is not permitted	
4		Sketching & Drawing 2 Sketching & Drawing 3	Interim marking		Sketch/Drawing in Isometric		4	Analysis. Specification targets. Initial Ideas	Initial check of work			Further development	5		SECTION C: GENERATING IDEAS Initial Idea drawings / Further investigations	DEADLINE B	
5	International Paper Sizes Sketching Enhancement 1			Thick/Thin line practice	5	Development of ideas			Further development	6		SECTION C: GENERATING IDEAS Initial Idea drawings / Further investigations	Generic progress check and feedback. Individual and specific feedback is not permitted				
6	Sketching Enhancement 2 Sketching Enhancement 3			Completion of colour tasks	6	Development of ideas			Completion of work prior to submitting	7		SECTION C: GENERATING IDEAS Initial Idea drawings / Further investigations	Generic progress check and feedback. Individual and specific feedback is not permitted				
7	Sketching Enhancement 4 Sketching Enhancement 5	Completed booklet submitted for marking		Completion of tasks prior to submitting work.	7	Making of DVD/Games case components	Interim marking										
October					October					October							
8	Packaging: Card Game	Introduction to project.			8	Packaging : DVD/Games case	Standee research			8	Ongoing NEA project work	SECTION C: GENERATING IDEAS Further experimentation / use different techniques / styles / CAD / Modelling	DEADLINE C1	Theory Work: Seneca Tasks Revision and Workbook tasks.			
		Existing card games ppt.			Find/bring in card game examples				Own research			9			SECTION C: GENERATING IDEAS Further experimentation / use different techniques / styles / CAD / Modelling	Generic progress check and feedback. Individual and specific feedback is not permitted	
9		Research tasks: Mind map, existing card game: primary research, Existing fonts styles.			Card game analysis		9	Modelling.					10		SECTION D: DEVELOPING IDEAS Drawing Development. 3D Modelling.	DEADLINE C2	
		Own research. TMG identified.			Research tasks		10	Modelling. Final making.				Submit final work for assessment	11		SECTION D: DEVELOPING IDEAS Logo. CAD designs. Materials.	Generic progress check and feedback. Individual and specific feedback is not permitted	
10		Conclusion to research. Specification targets. Generate ideas.			TMG feedback on ideas		11	Final Evaluation and Testing.					12		SECTION D: DEVELOPING IDEAS Joining methods. Components. Finishes..	Generic progress check and feedback. Individual and specific feedback is not permitted	
11		Develop Ideas. ICT. Use of ICT programme - techniques			TMG feedback on development.		12	Submission of final project work.					13		SECTION D: DEVELOPING IDEAS YEAR 11 MOCK EXAMS	DEADLINE D1	Mock Preparation.
12		Develop Ideas. ICT. Use of ICT programme - techniques			Testing out card ideas		13	Sort out groupings. Issue task. Companies research.				Company research	14		SECTION D: DEVELOPING IDEAS YEAR 11 MOCK EXAMS	AR 11 MOCK EXAM	
13	Encapsulation. Corner punch (Die cutting)				14	Further research. Collaboration on presentation/materials.			Company research. Presentation completion.	15		SECTION D: DEVELOPING IDEAS Working Drawing. Final Design Manufacturing Specification.	Generic progress check and feedback. Individual and specific feedback is not permitted				
14	Development of final cards.	Interim marking		Card completion.	15	Group Presentations.	Submit Group Work: Presentation, Notes, Worksheets. PA/SA.										
15	Packaging: Net (developments) by hand Completion of final cards			Card completion.													
Christmas					Christmas					Christmas							
16	Packaging: Card Game	Euroslot. Further development. Begin development using ICT		Vacuum Forming/Blister Packaging research	16	Other materials	Introduce topic/project Initial Research/ideas		Own research	16		SECTION E: REALISING DESIGN IDEAS Plan of making.	DEADLINE D2				
17		Vacuum Forming - Blister Packaging ICT for Blister Packaging Design		Task Completion	17		Research tasks - types of motion/mechanisms			Own research	17		SECTION E: REALISING DESIGN IDEAS Final making. Photograph/evidence.	Generic progress check and feedback. Individual and specific feedback is not permitted			
18		Completion of tasks. Evaluation	Completed booklet submitted for marking		Completion of Evaluation work		18	Card Modelling/prototyping.			Modelling research	18		SECTION E: REALISING DESIGN IDEAS Final making. Photograph/evidence.	Generic progress check and feedback. Individual and specific feedback is not permitted	Theory Work:	

19	Laser Cutting Project	Introduction to project. Initial research tasks.		Own research	19	<i>(Moving Toy: Automata - subject to change)</i>	Card Modelling/prototyping. Development of ideas.		Further modelling	Seneca Tasks Revision and Workbook tasks.	19	Ongoing NEA project work	SECTION E: REALISING DESIGN IDEAS Final making. Photograph/evidence.	Generic progress check and feedback. Individual and specific feedback is not permitted	Seneca Tasks Revision and Workbook tasks.
20		Generate ideas x 5 Modelling of ideas		Modelling - use of earphones.	20		Materials research task		20	SECTION E: REALISING DESIGN IDEAS Final making. Photograph/evidence.	Generic progress check and feedback. Individual and specific feedback is not permitted				
21		Introduce to 2D design Example/Laser Cutting Demonstration		Testing and feedback	21		Completion of work prior to submitting	Submit final work for assessment	21	SECTION F: EVALUATION Modifications. Check against Design Criteria.	DEADLINE E2				
February					February					February					
22	Laser Cutting Project	2D design work for own design		Feedback on laser cut vs card model	22	Own Project Choice - NEA practice	Product In A Tin See Julie Boyd website for latest competition				22	Ongoing NEA	SECTION F: EVALUATION Modifications. Check against Design Criteria.	Generic progress check and feedback. Individual and specific feedback is not permitted	Theory Work: Seneca Tasks Revision and Workbook tasks.
23		Final pieces Evaluation.		Evaluation. Questionnaire/Tally results	23		Mindmap, Research		Research	23	SECTION F: EVALUATION Modifications. Check against Design Criteria.		Generic progress check and feedback. Individual and specific feedback is not permitted		
24	Textiles: Little Monsters Project	Introduction to project. Initial research - Product Analysis/Disassembly		Fabrics & Fibres research task	24		Generate Ideas: Mindmap, Research		Research	24	Theory Work: Seneca Tasks Revision and Workbook tasks.		CATCH UP TIME BEFORE FINAL SUBMISSION	THEORY/REVISION	
25		Design Brief/Specification Targets Mindmap/Task Analysis		Fabrics & Fibres research task	25	Develop Ideas: Test, model, refine (further research)		TMG Feedback	25	CATCH UP TIME BEFORE FINAL SUBMISSION		THEORY/REVISION			
26		Embroidery Stitches - practicals <i>Sewing Machine Driving Licence</i>		Fabrics & Fibres research task	26	Develop Ideas: Test, model, refine (further research)		Further Modelling	26	CATCH UP TIME BEFORE FINAL SUBMISSION		★ March 20th approx			
27		Embroidery Stitches - practicals <i>Sewing Machine Driving Licence</i>	Interim marking	Fabrics & Fibres research task	27	Develop Ideas: Test, model, refine (further research)	Interim marking	Development	27	THEORY/REVISION THEORY/REVISION					
Easter					Easter					Easter					
28	Textiles: Little Monsters Project	Initial Ideas <i>Sewing Machine Driving Licence</i>	Interim marking	Fabrics & Fibres research task	28	Refine Ideas: Plan making, gather materials		Plan of Making. TMG Feedback	28	Theory Work: Seneca Tasks Revision and Workbook tasks.	Exam Preparation	THEORY/REVISION			
29		Design Development <i>Sewing Machine Driving Licence</i>		Fabrics & Fibres research task	29	Realising Ideas: Making, production		Flowchart	29			THEORY/REVISION			
30		Pattern Making <i>Sewing Machine Driving Licence</i>		Fabrics & Fibres research task	30	Realising Ideas: Making, production		Diary of Making	30			THEORY/REVISION			
31		Work on Final Practical design - Practical		Fabrics & Fibres research task	31	Evaluation and Testing: Evaluate		Diary of Making. TMG Feedback	31			THEORY/REVISION			
32		Work on Final Practical design - Practical		Fabrics & Fibres research task	32	Evaluation and Testing: Evaluate	Submit final work for assessment		32			THEORY/REVISION			
33	Evaluation work	Completed booklet submitted for marking	Completion of tasks prior to submitting work.	33	Modifications			33	THEORY/REVISION	★ Exam Fri PM just before half term					
Whitsun					Whitsun					Whitsun					
34	Work of Others	Issue task. List of designers. Begin initial research for choice.		Own research into chosen designers.	34	Group analysis of contexts x3 issued by exam board.		Exam Prep NEA prep		Theory Work: Seneca Tasks Revision and Workbook tasks.	Paper breakdown/modules/key:	SECTION A: IDENTIFYING & INVESTIGATING DESIGN POSSIBILITIES 10%	Ongoing throughout project		
35		Further research.		Further research	35	YEAR 10 MOCK EXAMS Preparation for NEA ready for September.		Exam Prep NEA prep				SECTION B: PRODUCING A BRIEF & SPECIFICATION 10%	Revised at later point in project		
36		Further research. Begin presentation/slides/posters.	PA/SA of presentations	Further research	36	YEAR 10 MOCK EXAMS Preparation for NEA ready for September.		Exam Prep NEA prep				SECTION C: GENERATING IDEAS 20%			
37		Further research. Presentation/slides/posters.	PA/SA of presentations	Completion of tasks prior to submitting work.	37	YEAR 10 MOCK EXAMS Preparation for NEA ready for September.		Exam Prep NEA prep				SECTION D: DEVELOPING IDEAS 20%			
38		Enrichment Week			38	YEAR 10 WORK EXPERIENCE						SECTION E: REALISING DESIGN IDEAS 20%			
39	Preparation for Year 10			39	Return Mock Paper NEA preparations		Improve Mock Pa NEA prep		SECTION F: EVALUATION 20%	Ongoing throughout project					