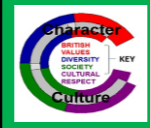





YEAR 7 - Bilton School Planning for Progress over Time - Design & Technology Programme of Study

INTENT: To play a part in developing knowledge and understanding of the Design and Technology National Curriculum. Students are to develop a foundation level of Key Stage 3 drawing skills, leading through to more technical drawing skills.

The bigger picture: This scheme plays an important role within the technology curriculum as it is essentially teaching skills from the National Curriculum and preparing students for the challenges of key stage 4. Designing on paper and using grids to produce engineering designs is a fundamental skill needed if you were to work in the industry of design. **The Next Step:** Primarily this unit works side by side with the CAD designing unit, giving students the opportunity to compare the 2 different methods and see the benefits of each. This unit is preparation for the Engineering Design Course at Key stage 4. In particular, it focusses on Unit R107: Which is focussed on designing and developing design ideas using CAD.

IMPLEMENTATION	Key Stage 3 - LESSONS	Introductory Unit - First 5 weeks of the Autumn Term									
	Lesson:	<u>1</u>	<u>2</u>	 <u>3</u>	4	 5	6	 7	8	9	 10
		Sketching the scene	Monogram	Planometric name	1 point perspective	ASSESSMENT 1 Point perspective	Response	2 Point perspective	2 point perspective	Isometric	Isometric assessment
	Progress and assessment	Each teacher will FAR assess 2 aspects throughout the rotation and will assess using the criteria NYA, PASS, MERIT, DISTINCTION. All assessment feedback will be put onto a <u>departmental tracker</u> sheet that will rotate throughout the carousel. 1. FAR: 1 POINT PERSPECTIVE 2. FINAL ASSESSMENT: ISOMETRIC									
	Homework	Overview: There will be 2 homework quizzes on Microsoft Forms online, this will be done via TEAMS. The assessments are out of 12 and in the format of a multiple choice question and answer. The focus of the questions is to increase students understanding of drawing skills, the national curriculum 6 key principles and careers linked to design. (The homeworks have been mapped across the department)									
	Key Vocabulary	Sketch, rendering, 1 point perspective, 2 point perspective, perspective, isometric, 2D, 3D, Shading, tone, shadow, labelling, assessment, evaluation, designing, developing									
	Connected Knowledge	Reference to learning map: the big picture - This is a unit designed to prepare students for the future of design and technology at Bilton School as having Drawing skills and techniques is a priority and plays a big part of the future curriculum. Following this it supports the journey into 6th form as 3D Design BTec is the chosen course and again has an abundance of aspects that can be utilised. Across the school this supports the Art department as these skills are transferable and are beneficial in the curriculum plan.									
	IMPACT: Students will be able to measure progress using department F.A.R tracking sheets and on SIMS through the PLC. This will show progress over time and prepare students for key stage 4 learning at Bilton School.										

END POINTS:

(REFERENCE TO TOPICS, SOL, NC)

- 1) Sketch with more confidence
- 2) Draw in 3D
- 3) Render your designs to make them look 3D

Buzz words/phrases: Design, template, Software, heat, laser cutter, confidence, independent

Cross Curricular Links:

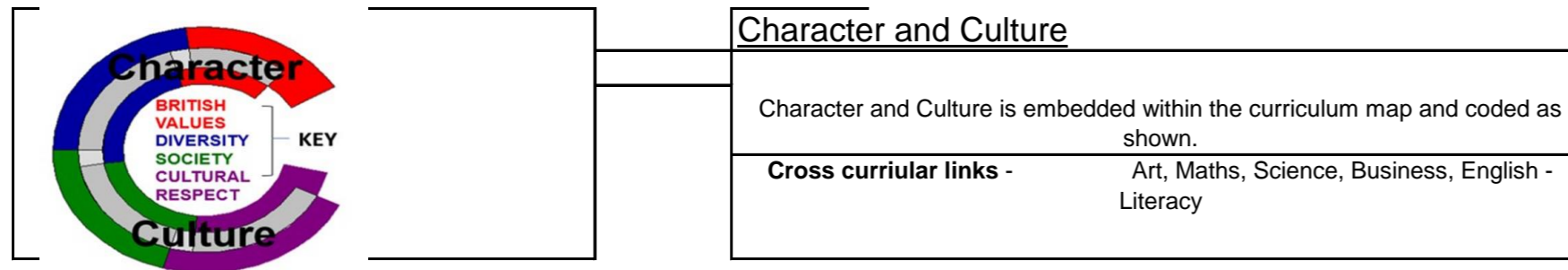
Art: Within this unit students develop their creative problem solving skills and from the outset students have to identify a user and personalise a design to suit their needs. Students learn the software 2D Design that will be beneficial to art and also it will enhance their ICT skills for researching in the future.

At the end of the designing skills unit students will be able to:

They will be able to do this by:

- 1) Understand how to sketch
- 2) Understand how to draw in 3D using various techniques
- 3) Understand how to render/shade/shadow to enhance a drawing

1)



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