## 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 apply the Global Goals knowledge over time and create a Creative Comic Strip using the skills learnt.

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. **The Next Step:** This unit is preparation for the Engineering Design Course at Key stage 4. In particular, it focusses on the understanding of environmental issues and closely linked with Character and Culture.
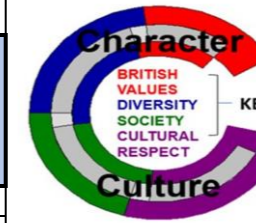
Character and Culture

Character and Culture is embedded within the curriculum map and coded as shown.

Cross curriular links -   Art, English - Literacy

IMPLEMENTATION

GLOBAL GOALS

Key Stage 3

	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Lesson:	Introduction to the topic and why should is it importatnt to have more understanding of the Global Goals.	What are the Global Goals. Introduction to the Global Goals set out by the United Nations.	Evaluate and discuss the 6 Rs through discussion tasks, Develop understanding of analysing the front cover of comic books linked to Climate Change	Identify different types of shot	Identify different types of panel you can use in a comic strip	Design comic character(s) linking to one or more of the Global Goals	Assessment 1: Design 3 panels of your Global Goals comic strip	Assessment Feedback and reflections	Plan & develop Global Goals comic.				Assement 2: Design 4 panels or more of your Global Goals comic to include detailed plan.	Assessment feedback and evaluate and reflect on progress.

END POINTS: At the end of the GLOBAL GOALS Unit students will be able to:
(REFERENCE TO TOPICS, SOL, NC)
1) Understand why we have global goals
2) Understand how to create a professional Comic strip
3) Developed high quality illustration techniques
Buzz words/phrases: The environment, comic strip, global, goals, reduce, re-use, recycle, re-think, creative
Cross Curricular Links: **Art:** Within this unit students develop their creative problem solving skills and from the outset students have to ideidentify a user and personalise a design to suit their needs.   **Character and Culture**: This unit fits hand in hand with Character and Culture. It really makes students think about the impact they have on their world and what things they can do to lessen the impact.

They will be able to do this by:
1) Analysing existing pop-ups
2) Designing/making a pop-up using CAD/CAM for a specific user
3) Completing a detailed homework task on a famous designer
4) Having their work assessed at 3 points throughout the unit.

Progress and assessment

Each teacher will FAR assess 2 aspects throughout the rotation and will assess using the criteria NYA, L1 PASS, to L2D. These correspond to the National curriculum levels but link to Ks4 aswell. Making students familiar with the terminology early on and embedding it through further years. All assessment feedback will be put onto a departmental tracker
1. **FAR:** Designing planning
2. **FINAL ASSESSMENT:** Final product

Homework (ensure that this is NOT stand alone, but clearly advance or embeds knowledge and understanding)

Overview: There will be 2 homework quizzes on Microsoft Forms online, this will be done via TEAMS. The assessments rea out of 12 and in the format of a multiple choice question and answer. The focus of the questions is to increase students understadning of the global goals, the national curriculum 6 key principles and careers linked to design. (The homeworks have been mapped across the department)

Key Vocabulary /Literacy opportunities

Poverty Equality Injustice Climate change Global goal Quality education Health and well being Carbon footprint Fairtrade Alternative energy Sustainability Reduce Re-use Refuse Rethink Recycle

Connected Knowledge To theme / topic / year group? Advancement / repetition / stickability+C9:C13

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 an understanding of environmental issues 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 CAD aspects that can be utilised. Accross the school this supports the Art, ICT and Character and Culture departments as these skills are transferable and are benefitial in the curriculum plan. Beyond school this understanding of the global goals helps develop a stuents understanding of the wider world.. So this is a perfect stepping stone to further education, apprenticeships and university.

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.