

Subject Long Term Plan Year 9 Design Technology 2021-22

Temperance Term

W/C	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	HALF TERM
Topic	Baseline Test – Applique Fabric Bag			Baseline Intervention		Novelty Noughts and Crosses		
Core	Basic draw string bag to gauge the retention level of Year 8 knowledge and accuracy with practical skills <ul style="list-style-type: none"> Review all aspects of the design process from Brief to Evaluation, focussing upon textile products Revisit textile skills/processes used for the swag bag in Y8 Introduce applique as a short focussed practical task Design booklet template used to record student outcomes Review of the 11 Assessment Criteria (AC) and link them to GCSE DT AC Explore how to use the DT Sketchbook to record lesson work and how to develop one's own designer's brand Revisit Book-Smart 			Individual tasks for each student as identified in the assessment of the baseline <ul style="list-style-type: none"> Students use the TA of the <i>Basic Draw String Bag</i> baseline to improve their work, supported by individual teacher feedback Intervention activities focus upon improving the standard of the baseline test in conjunction with TA Re-assessment of student work by the teacher. This will be recorded on the DT tracker and used for Y9 data drop 1 		Ensure that students can confidently work with wood by making an existing product <ul style="list-style-type: none"> Revisit basic wood working skills for marking out, cutting by hand, drilling and sanding (hand and machine) of plywood Using the noughts and crosses template, each student makes a noughts and crosses (pairs are acceptable) Explore personalising the noughts and crosses through paint, collage and utilising other wood/compliant materials Students learn how to present their investigation in their sketchbooks and how this is used to create new products 		
Challenge	By outcome as it is a baseline test Homework: set 2 <i>Design like...</i> tasks focussing upon two of the most appropriate, in terms of the class being taught, from the AQA GCSE DT 16 designers			Exemplars indicate High, Medium and Low Homework: Time given to respond to teacher feedback with a focus on meeting GCSE DT AC		Developing a 3d product Homework: Extended homework: Investigation into board games; history, types, manufacture, materials, marketing...		
Assessment	Self- Assessment (SA)		Teacher formative assessment (TA)	Peer Feedback (PF) and Teacher verbal feedback (TVF)		Teacher verbal feedback (TVF) SA at the end of the project		

W/C	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	CHRISTMAS
Topic	Novelty Noughts and Crosses	Prototype travel board game		Felt Bacteria		Mobile Phone Stand or Bag	
Core	See previous	Create a travel board game using research, the investigation into the wooden noughts and crosses plus previous homework <ul style="list-style-type: none"> Analysis of a design Brief; this could be for a <i>Noughts and Crosses 2.0</i> but any simple board game concept is fine Analysis of the previous investigation and homework to identify a product specification Designing a product which meets the specification Modelling a board game, do this in groups of 2-4 Explore roles of project management Marketing a product; Dragons Den approach. Use predetermined question cards: manufacture, construction, materials, costs, profits etc. 		Mini design challenge: Working with a real client to make a soft felt toy <ul style="list-style-type: none"> Designing for a real client Analysis of a design Brief given by the client Exploring felt and sewing with embroidery thread: blanket stitch, standard items (eyes and poppers) Cutting out fabric using supplied patterns Make a felt soft toy which meets the brief Embellishing the toy to better meet the design brief Students present their investigation in their sketchbooks and use this to create new products Students respond to client feedback and develop their prototype as a result 		Practical investigation and design of small products <ul style="list-style-type: none"> Responding to a design brief Developing a mobile phone stand Application of previous textile and/or woodworking skills from Y7-9 Students introduced to the iterative design process and work independently to complete the project Students present their work in their sketchbooks 	
Challenge	Developing a 3d product Homework: See previous	Make a game which will fit in a tin and can be used in a range of vehicles Homework: This should focus upon ensuring that the game is completed on schedule		Level of bacteria knowledge communicated with the soft toy Homework: Keyword investigation and online testing/quizzes relevant to textiles		Branding of the product Homework: Responding to teacher feedback to improve sketchbook presentation	
Assessment	Teacher verbal feedback (TVF) SA at the end of the project	SA against personally identified criteria		TA		Client feedback	

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Justice Term

W/C	Week 14	Week 15	Week 16	Week 17	Week 18	Week 19	HALF TERM	
Topic	Mobile Phone Stand or Bag		Acrylic Puzzle for Zero Gravity					
Core	Practical investigation and design of small products <ul style="list-style-type: none"> Responding to a design brief Developing a mobile phone stand Application of previous textile and/or woodworking skills from Y7-9 Students introduced to the iterative design process and work independently to complete the project Students present their work in their sketchbooks 		Introduction to working with polymers (acrylic) Making a puzzle Developing a product for different environments (zero gravity)					
Challenge	Branding of the product		Marketable product rather than a prototype					
Assessment	Client feedback		SA throughout TVF					

W/C	Week 20	Week 21	Week 22	Week 23	Week 24	Week 25	EASTER	
Topic	Product in a Tin							
Core	Full design process Designing for an external brief Applying Y7-9 wood, metal, polymer, paper/card and fabric manufacturing processes							
Challenge	Producing a commercially viable product							
Assessment	SA and PA each lesson TA Summary assessment at the end of the project							

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Courage Term

W/C	Week 26	Week 27	Week 28	Week 29	Week 30	Week 31	HALF TERM
Topic	Cottage Industry – Batch Production						
Core	Learning how to manufacture in quantity Introduction to QA and QC Cottage industry and marking of new products						
Challenge	Able to produce 3+ identical products and sell them at a profit						
Assessment	Client feedback						

W/C	Week 32	Week 33	Week 34	Week 35	Week 36	Week 37	SUMMER
Topic	None GCSE Students – Independent study GCSE Option Students – DT Transition Project						
Core	Independent study – focussing on an aspect from one of the 5 material groups and developing a deeper understanding on it in terms of designing with and manufacturing from for either a small product or skills demonstration e.g. wood joints, metal fabrication, rapid prototyping, machine sewing... DT Transition Project – Study of 16 designers and learning to design in the style of them. Developing a knowledge of the essential 60 DT subject specific terminology words/terms. Making a silver ring						
Challenge	None GCSE Students – Demonstrating high level skill in the area of study GCSE Option Students – Depth of understanding beyond knowledge or understanding i.e. application, evaluation and synthesis						
Assessment	None GCSE Students – TVF GCSE Option Students – Testing						