



Art, Design and Technology Department

Design and Technology Long Term Plan **Year 9** (1 lesson per week)

W/C	7 th September	11 th September	18 th September	25 th September	2 nd October	9 th October	16 th October	HALF TERM	2 nd November	6 th November	13 th November	
	1. Induction to D&T: Safety Using DT1/DT2 Design books	2-5 Baseline test: <u>Character Cubes</u> Assessing the design process (designing and making)				6-7 Baseline test Intervention: Gap analysis by teacher Student improving lowest skills				8 Product in a Tin: Analysing the context	9 Product in a Tin: Choosing a product	10 Product in a Tin: Designing a solution
W/C	20 st November	27 th November	4 th December	11 th December	CHRISTMAS	5 th January	8 th January	15 th January	22 nd January	29 th January	5 th February	HALF TERM
	11 Product in a Tin: Test, evaluate and improve the bag design	12 Product in a Tin: Developing and making prototype 1	13 Product in a Tin: Developing and making prototype 1	14 Product in a Tin: Developing and making prototype 1			15 Product in a Tin: Test, evaluate and improve the Product in a Tin design	16 Product in a Tin: Making a final prototype	17 Product in a Tin: Make final Product in a Tin	18 Product in a Tin: Make final Product in a Tin	19 Product in a Tin: Test, evaluate and review the project	
W/C	20 th February	26 th February	5 th March	12 th March	19 th March	26 th March	EASTER	18 th April	23 rd April	30 th April	7 th May	
	21 Bright Animals: Building the lighting circuit 1	22 Bright Animals: Building the lighting circuit 2	23 Bright Animals: Test, evaluate and improve the lighting circuit	24 Bright Animals: Developing and making prototype 1	25 Bright Animals: Developing and making prototype 1	26 Bright Animals: Developing and making prototype 1			27 Bright Animals: Test, evaluate and improve the Bright Animal design	28 Bright Animals: Making a final Bright Animal	29 Bright Animals: Make final Bright Animal	30 Bright Animals: Make final Bright Animal
W/C	14 th May	21 st May	HALF TERM	5 th June	11 th June	18 th June	25 th June	2 nd July	9 th July			
	31 Bright Animals: Use the evaluation to develop the Bright Animal	32 Showcase: Introduction to Y9 Showcase			33 Showcase: Researching Points of Sale Design Ideas	34 Showcase: Test, evaluate and improve Point of Sale Design	35 Showcase: Making Point of Sale	36 Showcase: Enrichment Week	37 Showcase: Showcase			38 Showcase: Graduating from Y9