Design &	Year 7	Year 7	Year 7	Year 7	Year 8	Year 8	Year 8	Year 8	Year 8	Year 9	Year 9	Year 9	Year 9
<u>Design a</u> <u>Technology</u> Curriculum Map 2023–2024 Years 7/8/9	Heroes and Villains	Block Bots	Print and Pattern	Food and Hygiene	Mobile Amplifier	Merchandise	Food and Hygiene	Architecture	Meals on Wheels	Electronics and Polymers	Pop Vinyl Packaging	High Skills Building	Designers
SAK				$\checkmark$			$\checkmark$					$\checkmark$	
CL		$\checkmark$			<ul> <li>✓</li> </ul>					$\checkmark$			
SW	$\checkmark$					$\checkmark$					$\checkmark$		
BLL			$\checkmark$					$\checkmark$					$\checkmark$
PTG									$\checkmark$				$\checkmark$
MM				$\checkmark$									
Material area Food													
				<ul> <li>✓</li> </ul>			✓					✓	
Graphics	$\checkmark$					✓		✓	$\checkmark$		<ul> <li>✓</li> </ul>		
Materials Textiles		<ul> <li>✓</li> </ul>			✓					✓			
Design & Technology			✓										
			$\checkmark$					$\checkmark$	$\checkmark$				$\checkmark$
Band taught in X-Band													
y-Band	$\checkmark$	$\checkmark$	✓ ✓	$\checkmark$	$\checkmark$	$\checkmark$	<ul> <li>✓</li> </ul>	✓	$\checkmark$	$\checkmark$	✓ ✓	$\checkmark$	$\checkmark$
Design	•	$\checkmark$	✓	$\checkmark$		•	$\checkmark$	V		✓	<ul> <li>✓</li> </ul>	V	
Use research and exploration, such as the study of different cultures, to identify and understand user needs	~	~	$\checkmark$	~	~	✓	✓	✓	<ul> <li>✓</li> </ul>	~	✓	✓	$\checkmark$
Identify and solve their own design problems and understand how to reformulate problems given to them	~	~	✓	$\checkmark$	~	<ul> <li>✓</li> </ul>	✓	$\checkmark$	$\checkmark$	~	✓	✓	$\checkmark$
Develop specifications to inform the design of innovative, functional, appealing products that respond to needs in a variety of situations					~				$\checkmark$	~	~		
Use a variety of approaches to generate creative ideas and avoid stereotypical responses	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$
Develop and communicate design ideas using annotated sketches	$\checkmark$	$\checkmark$	$\checkmark$		$\checkmark$	$\checkmark$		$\checkmark$	$\checkmark$	$\checkmark$	<ul> <li>✓</li> </ul>		$\checkmark$
Develop and communicate design ideas using detailed plans				$\checkmark$	$\checkmark$		$\checkmark$		$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	
Develop and communicate design ideas using 3-D and mathematical modelling	✓		$\checkmark$	$\checkmark$	✓	<ul> <li>✓</li> </ul>	$\checkmark$	$\checkmark$	$\checkmark$	✓	✓	<ul> <li>✓</li> </ul>	
Develop and communicate design ideas using oral and digital presentations			$\checkmark$		$\checkmark$								$\checkmark$
Develop and communicate design ideas using computer-based tools	✓				✓				$\checkmark$		$\checkmark$		
Make Select from and use specialist tools, techniques,													
processes, equipment and machinery precisely	<b>√</b>	<b>▼</b>	V	<b>v</b>	✓	<b>v</b>	✓	<b>√</b>	<ul> <li>✓</li> </ul>	✓	✓	✓	<b>v</b>
Select from and use computer-aided manufacture	$\checkmark$					$\checkmark$					$\checkmark$		

Select from and use a wider, more complex range of materials, components and ingredients, taking into account their properties	~	$\checkmark$	✓	$\checkmark$	~	$\checkmark$	<ul> <li>✓</li> </ul>	$\checkmark$	$\checkmark$	<b>√</b>	✓	$\checkmark$	
Evaluate													
Analyse the work of past and present professionals and others to develop and broaden their understanding	$\checkmark$	$\checkmark$		$\checkmark$	$\checkmark$	$\checkmark$	<ul> <li>✓</li> </ul>	$\checkmark$	$\checkmark$		$\checkmark$	$\checkmark$	$\checkmark$
Investigate new and emerging technologies		$\checkmark$		$\checkmark$		$\checkmark$	$\checkmark$			$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$
Test, evaluate and refine their ideas and products against a specification, taking into account the views of intended users and other interested groups	~	$\checkmark$	✓	<b>√</b>	~	$\checkmark$	<ul> <li>✓</li> </ul>	~	<b>√</b>	<b>√</b>	$\checkmark$	$\checkmark$	~
Understand developments in design and technology	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$
Understand impact on individuals, society and the environment		$\checkmark$		$\checkmark$	✓	$\checkmark$	<ul> <li>✓</li> </ul>	$\checkmark$	$\checkmark$	✓	$\checkmark$	$\checkmark$	$\checkmark$
Understand the responsibilities of designers, engineers and technologists			$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$
Technical knowledge													
Understand and use the properties of materials and the performance of structural elements to achieve functioning solutions	~	$\checkmark$	✓	<ul> <li>✓</li> </ul>	~	$\checkmark$	<ul> <li>✓</li> </ul>	$\checkmark$	<b>√</b>	<b>√</b>	$\checkmark$	$\checkmark$	~
Understand how more advanced mechanical systems used in their products enable changes in movement and force					*					*			
Understand how more advanced electrical and electronic systems can be powered and used in their products					*					*			
Apply computing and use electronics to embed intelligence in products that respond to inputs and control outputs using programmable components					*					*			
Cooking and nutrition													
Understand and apply the principles of nutrition and health				$\checkmark$			$\checkmark$					$\checkmark$	
Cook a repertoire of predominantly savoury dishes so that they are able to feed themselves and others a healthy and varied diet				<b>√</b>			~					$\checkmark$	
Become competent in a range of cooking techniques				$\checkmark$			$\checkmark$					$\checkmark$	
Understand the source, seasonality and characteristics of a broad range of ingredients				$\checkmark$			$\checkmark$					$\checkmark$	



 $\star$  = Delivered as part of the D&T content during Year 10