Curriculum Map

Year 11 Scheme of Learning Design Technology

	Design and Technology GCSE (eduqas)
Unit Title **& Assessment Task**	**In design and technology during year 11 most of the lesson time is dedicated to the completion of the NEA (non-exam assessment). This is a long-term project in which pupils must research, design, make and evaluate a product based upon a design context given by the exam board.** **Assessment is completed throughout the course and will focus on the four assessment objectives of the exam board.** • AO1 – Identify, investigate and outline design possibilities to address needs and wants • AO2 – Design and make prototypes that are fit for purpose • AO3 – Analyse and evaluate design decisions and outcomes made by themselves and others. Also evaluate wider issues in design and technology. • AO4 – Demonstrate and apply knowledge and understanding of technical principals and also design and making principals **Pupils NEA projects will be continually marked throughout year 11 and will be tracked as On Target or Requires Improvement.** **Pupils will received generic feedback as a group in order that they can identify areas of improvement within their own project work.** **Pupils will receive 50% of their GCSE grade for the completed project work and the other 50% will come from the end of year written exam.**
Key Knowledge/ Skills	In year 11 learners will use utilise their past learning as they are research, design, make and evaluate a prototype product as part of the NEA project. They will also learn about the wider influences of design and technology, including social, cultural and environmental factors during theory-based lessons which will be the focus on exam preparation towards the end of year 11. **Key Skills and Knowledge to be covered:** (pupil will have the opportunity to) • use imagination, experimentation and creativity when designing • develop the skills to critique their own work and the work of others, whilst analysing and evaluating • communicate their design ideas and design decisions using a range of media and techniques • develop decision making skills, including the planning and organisation of time and resources when managing their own project work • improve practical skills to develop high quality, imaginative and functional prototypes • consider the costs, commercial viability and marketing of products • demonstrate safe working practices in design and technology • use key design and technology terminology including those related to: designing, innovation and communication; materials and technologies; manufacture and production; critiquing, values and ethics • develop a knowledge of; the influences of design and technology on our world, mechanical systems, materials and their properties and components
Rationale: Short summary explaining the rationale for what is being learned in this unit and why – no more than 2 sentences	This programme of study key skills and subject knowledge which is taught at key stage 3 and in the first year of the design and technology GCSE. The curriculum is planned and sequenced so that key concepts are revisited, with increasing complexity, to further consolidate knowledge and understanding of the subject.