

KS5 and more!



KEY PRINCIPLES OF THE GCSE

- PROBLEM SPOTTING
- ITERATION
- EVALUATION
- USER LED DESIGN
- PROTOTYPING
- PRIMARY RESEARCH
- CLIENT FEEDBACK
- PROBLEM SOLVING

CAREERS AND CROSS CURRICULAR LINKS

- SCIENCE
- MATHEMATICS
- BUSINESS
- PHYSICS
- ENGINEERING
- PROJECT MANAGEMENT
- MARKETING
- PRODUCT DESIGN
- RESEARCH

Non-Exam Assessment, Self Directed Project, User Led Design, Primary & Secondary Research, Creative Idea Generation, Sketching, Prototyping, Evaluation, Iteration, Material Testing, Prototype Testing, CAD, CAM

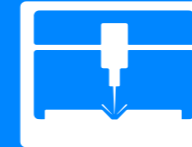
NEA

Year 11

Research Methods, Iconic Designers, Creative Strategies, Material Selection, Material Management, Workshop Processes, Health & Safety

Designing & Making Principles

Sources, Extraction, Stock Forms, Specific Polymers, Properties, Uses, Forming and Finishing



Polymers

Forces & Stresses, Improving, Functionality, Eco & Social, Footprint, The 6Rs, Scales of Production

Specialist Technical Principles

Live Design Competition, Responding to a Brief, Design Generation, Prototyping, Iteration, Pitching Ideas, Group Working

Design Ventura Competition

Energy Storage & Generation, Modern, Smart & Composite Materials, Systems, Electronics, Mechanical Devices

Energy, Systems and Devices

Papers & Boards, Woods, Metals, Polymers, Textiles

Materials & properties

Marking Accuracy, Cutting, Kerf Allowance, Comb Joint, Routing, Sanding, Finishing, CAD, CAM

Wood Joining Project

Industry, Sustainability, People & Culture, Production Techniques, Design Decisions

New and Emerging Tech

Polymer Properties, Techsoft (CAD), laser cutting (CAM), Accuracy & Precision

Acrylic Ruler Project

Year 10



Design Museum Trip



GORDON'S D&T KS4 CURRICULUM MAP