

Year 7 curriculum overview (scheme of learning):

EDM – Enterprise Design and Manufacture	
Year 7	
Term 1	EDM Project – Students to design and prototype a product in the area of DT of their own choosing
Term 2	EDM Group Project – students work in groups of 4 to create a product to be pitched at an investment “shark tank” event at the end of Term 2b
Term 2b	As above – groups are encouraged to switch roles and responsibilities at this point
Term 3a	TBC – Projects will depend on COVID guidelines at the time
Term 3b	TBC – Projects will depend on COVID guidelines at the time

Year 8 curriculum overview (scheme of learning):

Design and Technology		
Year 8		
Rotation: Graphics and RM	Movement and materials	Practical tasks completed with supporting theory on application of mechanical movement and materials in DT and Product Design. Students will be expected to follow iterative design process throughout this rotation.  Mechanical devices and movements: Automata
Rotation: Textiles	Analysis of existing products	Constructing garments with quality checks: pattern cutting, seam allowance
Rotation: Food	An introduction to food science	Functions and applications of raising agents: yeast, baking powder and air
Rotation: Electronics	Components and building a circuit board	Practical lessons that support theory of circuits and programming Theory lessons will focus on soldering and assembly skills

Year 9 curriculum overview (scheme of learning):

Design and Technology	
Year 9	
Term 1	Subject specific research portfolio based on GCSE assessment
Term 2a	Classroom based practical skills activities linked to DT area of preference
Term 2b	Classroom based practical skills activities linked to DT area of preference
Term 3a	TBC – Projects will depend on COVID guidelines at the time
Term 3b	TBC – Projects will depend on COVID guidelines at the time