

Product Design Curriculum

	Term 1	Term 2	Term 3
Year 7	The Box Project - PD Basics Introduction to Health and Safety The Monsters Project (Design principles)	Photography project (Basics and technical principles) Textiles Project - (Hand sewing, embroidery, machine stitching)	Plastic Fantastic Project
Year 8	Architecture Project	Photography project - Portraits and still life (Basics and technical principles)	Food technology
Year 9	The IKEA Project Sustainability Research	Reinventing new products from existing ones Material Challenges	Material challenges (Designer research) - Bauhaus project Mini-contextual Challenge
Year 10	Upcycling project to develop understanding of materials, smart materials, tools and processes used in industry	Students to engage with theory content (key three principles of EDUQAS Component 1)	Contextual challenges released by the exam board. Students begin their controlled assessment
Year 11	Students will be engaging with controlled assessment	Students are expected to engage with real life contexts, use problem solving to develop their design through the iterative process. Students will research, design, review, plan and develop ideas to produce a final product to a high quality.	Students complete evaluation of their response to the contextual challenge. Students sit their exam which accounts for 50% of the overall GCSE grade

This curriculum map shows when topics are first taught. Every topic is revisited throughout the curriculum