Product Design Curriculum

	Term 1	Term 2	Term 3
Year 7	Design and Technology Rotation: Engineering Project, *woodwork*	Design and Technology Rotation: Product Design Project, *prototyping*	Design and Technology Rotation: Food Technology
Year 8	Design and Technology Rotation: Product Design Project, *passive amplifiers*	Design and Technology Rotation: Engineering Project, *developing the use of CAD*	Design and Technology Rotation: Food Technology
Year 9	Phone Case Project: developing content and understanding for the theory of product design, taught as a mini project based around the NEA assessment	Ikea Project: developing content and understanding for the theory of product design, taught as a mini project based around the NEA assessment	Dragons Den Project: developing content and understanding for the theory of product design, taught as a mini project based around the NEA 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 qualty.	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