

| Product Design Curriculum | | | |
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| | Term 1 | Term 2 | Term 3 |
| Year 7 | Design and Technology Rotation: Product Design/Engineering - woodwork, photo display project | Design and Technology Rotation: Food Technology | Design and Technology Rotation: Food Technology |
| Year 8 | Design and Technology Rotation: Product Design/Engineering - woodwork, box project | Design and Technology Rotation: Product Design/Engineering - woodwork, box project | 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 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 | | | |