

Product Design Curriculum			
	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			