



Key Stage 4 Curriculum Journey:

The curriculum in KS4 Design & Technology will develop students' ability to identify, investigate and design possibilities which address the needs and wants of others. Students will demonstrate and apply knowledge and understanding of designing, making and technical principles through the production of prototypes which are fit for purpose. Students will analyse and evaluate the wider issues of design and technology as well as evaluate their own work and the work of others.

THE KS4 CURRICULUM JOURNEY Component 2

	Yr 11 Topic 6
Topic and learning focus	This is component 2 and is the externally set exam component. Students will select their own theme from those set by the exam board and produce an individual response to it.
	Component 2 - externally set assessment
Foundational Knowledge Prior learning needed	<ul style="list-style-type: none"> • Able to show developed research skills by using a broader range of sources, both primary and secondary. They will be able to include their own reactions to sources either with notes or sketches • Select a project from those given and respond to it in a interesting way • Be able to presenting design work as a lay plan with detailed annotations to communicated their design ideas • understand and show a greater range of drawing skills using paints, pencil crayons, marker pens and fineliners and selecting the most appropriate. • Able to select materials and manufacturing methods that are appropriate to the design. • Understand and select a finish that is appropriate. • Able to produce a range of drawings using a range of techniques • understand how to plan workflow. • Apply knowledge of workflow management to meet interim deadlines for practical work • Able to select and use tools and equipment appropriately, safely and independently
Core Knowledge and skills	<ul style="list-style-type: none"> • Apply knowledge and working characteristics of materials gained from previous projects.



	<ul style="list-style-type: none">• Select a project from those given and respond to it in a creative way• working to their own specification and amending as needed• Continuing to develop a design and make changes based on ongoing research• Understand how to document research in a clear and informative way• Use a range of drawing skills including orthographic projection as needed• Plan and carry out a project making adaptations as needed.
Developmental Knowledge and Skills	<ul style="list-style-type: none">• Able to evaluate a variety of manufacturing processes used in industry and their relevant hand craft equivalents.• Select a project from those given and respond to it in a interesting and creative way• To be able to use and apply knowledge of materials and processes to evaluate manufacturing process and design choices.• To be able to problem solve and troubleshoot own design work leading to greater levels of self-reflection.• Able to use a range of different drawing techniques to show their ideas.• Able to research independently using a variety of sources and recording their own reactions using notes and sketches
Complex Knowledge and Skills	<ul style="list-style-type: none">• Select a project from those given and respond to it in an innovative creative way• analysing and evaluating their own products and developments and making adaptations for improvements.• being self evaluative and self reflective of their work
Links with the National Curriculum (Art and Design) AQA 3D Design	<ul style="list-style-type: none">• become confident in taking risks and learn from experience when exploring and experimenting with ideas, processes, media, materials and techniques• develop critical understanding through investigative, analytical, experimental, practical, technical and expressive skills



	<ul style="list-style-type: none">• develop and refine ideas and proposals, personal outcomes or solutions with increasing independence• acquire and develop technical skills through working with a broad range of media, materials, techniques, processes and technologies with purpose and intent• develop knowledge and understanding of art, craft and design in historical and contemporary contexts, societies and cultures• develop an awareness of the different roles and individual work practices evident in the production of art, craft and design in the creative and cultural industries• develop an awareness of the purposes, intentions and functions of art, craft and design in a variety of contexts and as appropriate to students' own work• demonstrate safe working practices in art, craft and design
Literacy (including reading)	write accurately and evaluatively when reflecting on own work and the work of others
Cultural Capital	responding to and interpreting a range of culturally significant artists, artworks and objects (including those in used in popular culture)
Social, Moral, Spiritual and Cultural Development	<ul style="list-style-type: none">• Evaluate and justify how different artists present their work and communicate meanings• Acceptance of the creative process as in individual journey.
Fundamental British Values	LAW - Workshop safety, legislation and PPE. RESPECT - respect of equipment and other people's space. respect for designers whose work they don't not personally like LIBERTY - Personal development
Assessment	Assessment Details; The NEA is an individual response to a prescribed theme set by the examination board, and is assessed in the same way as the previous work to date. Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language. create one mark for the whole unit worth 50% of the final grade.



ASHLAWN SCHOOL