Product Design Curriculum Map

THE BRUNTS ACADEMY

Key = matching colours denote links between topics either in content or skills across year groups and key stages.

	Research		**Design, CAD and Development**
	Manufacturing and Modelling Skills		**Evaluation and Feedback**
	External Exams		

KEY STAGE 3	**7**	Drawing Techniques	Tech-deck Designs	Tech-deck Modern Materials	Tech-deck Adhesives	Packaging and Sustainability	Evaluation of Project
	8	Font and Typography	Rendered Graffiti Wall	Metal Pewter Casting	CAD / CAM	Themed Board Game	Evaluation of Project
	9	Pizza Cutter Designs Pizza cutter designs	CAD	Electronics and Circuit Building	Electronics and Circuit Building Circuit Testing	Scale Drawing	Evaluation of Project

By the end of KS3, pupils will have experimented with a range of new materials and techniques including laser cutting, metal casting, soldering and modern and traditional materials. The purpose of KS3 is to provide students with a foundation of skills and knowledge they need to be successful problem solvers at KS4. The projects we deliver are relevant, engaging and provide students with a practical experience which helps support the technical knowledge delivered.

KEY STAGE 4	**10**	NEA Course Introduction	Drawing Techniques Theory Assessment	**GR:** The Pavilion Project **PD:** Communication Device Project	Looking into the work of others Theory Assessment	**GR:** Band Project **PD:** Light Box Project	Assessment Mock Exam
	11	NEA Coursework – Research Challenge	NEA Coursework – Ideas, Sketches and Develop.	NEA Coursework - Modelling and Making Project.	NEA Coursework – Finish and Evaluation	GCSE REVISION AND EXAMS	

By the end of KS4, pupils will have a comprehensive understanding of materials and manufacturing processes used in industry which will allow them to develop further in KS5 if opted for. The process they will have learnt, links closely to industry, and gives them a strong understanding of future progression. We aim to provide students with the skills and understanding to be able to problem solve through developing practical solutions to design contexts and supporting them through an iterative design process which explores how a product is developed from being a concept to a finalised product.