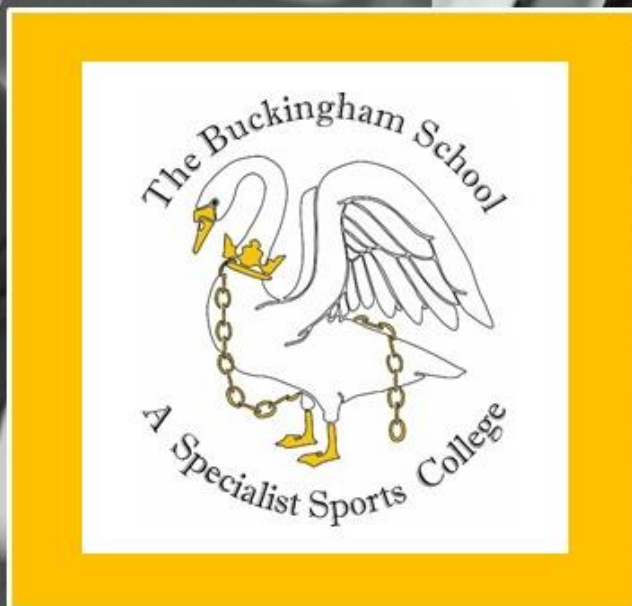


CURRICULUM OVERVIEW 2018-19



Design & Technology Year 7

Success for All through Achievement, Challenge & Enjoyment



Curriculum Overview 2018-19

Year group: 7

Subject Design and Technology

Term	Topics studied Add dates and any assessments included	Extended learning opportunities (homework, controlled assessments, field work, trips etc.)	How parents could support students
Autumn Term	<ol style="list-style-type: none"> 1. Monster Project with Electronic circuit introduction 2. Design Process, Market research and design ideas 3. Health and safety talk and mind map 5. Design a monster title page and monster related words mind map. 6. Using market research to draw out 4 designs that have detailed features, coloured and annotated. 7. Draw a final design 8. Build your wooden monster body head, cam and base and paint on your design 	<ol style="list-style-type: none"> 1. 6 Pictures of Monsters– Need to annotate each picture. 2. Health and Safety in the Workshop Poster. 3. Descriptive words bank for monsters 4. Manufactured, softwood and hardwood research 	Help to assist students with researching and printing all of the extended learning tasks.
Spring Term	<ol style="list-style-type: none"> 9. Using a soldering iron 10. Building the practice circuit board 11. Building your circuit onto your wooden monster to 12. Advancing to the more intricate circuit with a variable resistor. 13. Testing the circuit and making Improvements to the design. 14. Identify Tools and machinery used to build the monster project. 15. Write a step by step production plan 16. Self and Peer assessments of students work. 17. Evaluate the product on what went well, and even better if. 	<ol style="list-style-type: none"> 5. Using a soldering safely 6. Resistors 7. Light emitting diode, L.E.D 8. Micro-switch 9. Electronic components and Symbols function table 	Help to assist students with researching and printing all of the extended learning tasks.

<p>Summer Term</p>	<ol style="list-style-type: none"> 1. STEM Rocket car project overview and videos from Dendrite. 2. Presentation on examples of speed, light, sound and bloodhound 3. Students will cover Aerodynamics, Forces, friction, speed calculations 4. Design 4 accurate 1:1 scale drawings of The Rocket Car 300 x 75mm Front and side view, using a drawing board and drawing equipment. 5. Demo on using a Hot wire cutter 6. Make a prototype car out of Styrofoam, Test and evaluate 7. Make a Rocket car, sand and paint 8. Fit axles and Wheels 9. Test Rocket cars and evaluate 10. The big race on the MUGA. 	<ol style="list-style-type: none"> 1. Research on existing Rocket Cars 2. Research on Aerodynamics 3. Research on Rocket car materials 4. Research on forces caused by pulling and pushing from the interaction between two objects. 5. Research on Hot wire safety 6. Step by step guide on how the students made the car. 	<p>Help to assist students with researching and printing all of the extended learning tasks.</p>
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