



Design and Technology



Archdiocese of Liverpool

Curriculum intent:

In Year 11 pupils work through their chosen NEA project. Pupils continue to use creativity and imagination to design and manufacture a working prototype that solves a real and relevant problem that considers social, moral and cultural values. Pupils will continue to develop a deep knowledge and understanding of all aspects of Design Technology in preparation for their end of year examination.

Year 11

TERM 1

Content

GCSE-NEA

- 3.1 Core technical principles
 - Systems approach to designing
- 3.3 Designing and making principles
 - Investigation, primary and secondary data
 - Environmental, social and economic challenge
 - The work of others
 - Design strategies
 - 3.3.5 Communication of design ideas

Concepts and Skills

- User needs and Design Context
- Past and present professionals
- Responsibilities and designers in the wider community
- Design Strategies and communicating ideas
- Levers and Mechanisms
- Electronics
- Materials, Sources and Properties
- Making Techniques

TERM 2

GCSE-NEA

- 3.2 Specialist technical principles
 - Selection of materials or components
- 3.3 Designing and making principles
 - Prototype development
 - Selection of materials and components
 - Tolerances
 - Specialist tools and equipment
 - Specialist techniques and processes

- User needs and Design Context
- Past and present professionals
- Responsibilities and designers in the wider community
- Design Strategies and communicating ideas
- Levers and Mechanisms
- Electronics
- Materials, Sources and Properties
- Making Techniques

TERM 3

GCSE-Exam prep

- 3.1 Core technical principles
 - New and emerging technologies
 - Energy generation and storage
 - Developments in new materials
 - Material categories
 - Material properties
- 3.2 Specialist technical principles
 - Scales of production
 - Specialist techniques and processes

- User needs and Design Context
- Past and present professionals
- Responsibilities and designers in the wider community
- Design Strategies and communicating ideas
- Levers and Mechanisms
- Electronics
- Materials, Sources and Properties
- Making Techniques

