



Wootton Upper School

DESIGN TECHNOLOGY

LEARNING JOURNEY

Continue your lifelong love of learning and personal development

POST-16 PATHWAY



Section F Analysing & evaluating and Deadline for NEA February half Term

Evaluate your process

Section D Developing design ideas.

Section C Generating design ideas

Section B Producing a design Brief and specification

YEAR 11

Prepare for Exam

Section E Realising design ideas.

Review and develop

GCSE Design Technology (Product Design)

Explore creativity

Problem solving

Identify design opportunities

Start NEA -1st June

Section B - Specialist Tehnical Principles

Section C - Design and Making principles

Section A Identifying & investigating design possibilities

YEAR 10

Looking at design styles and periods to inform design ideas.

ROLLOVER Introduction to Section A -Core technical principles

1. Chest of Drawers

Developing drawing and freehand sketching skills, rendering, thick and thin lines, texture, touch on developing and modify design ideas.

3. Lighting unit: Communication Drawing and Techniques

Papers and boards, timbers and metals, polymers, textiles, forces and stresses and improving functionality

Model design ideas using CAD

Coat hook, name tag, trowel

Create a puzzle storage box

Isometric drawing and perspective drawing

4: Plastics and electronics

3: Explore working with metals and the workshop

2: Timber Puzzel

How is timber sourced

YEAR 9

Problem solving

Health and Safety

Cutting, shaping, filing, bending, drilling, finishing

1: Drawing and design

Develop creative design ideas

Wootton Academy Trust

