THOMAS ALLEYNE'S HIGH SCHOOL

UTTOXETER LEARNING TRUST
INSPIRED TEACHING INSPIRING CHILDREN

Curriculum Overview for: Year 9 Graphic Products

Key Stage 3 Academic Year Group: 9

Term	Block 1	Block 2
Topic	Café Corporate ID Project – Research + Design	Café Corporate ID Project – Development + Practical
Content	**NETS** –Practical Assessment. Make a box from a given Net. Measuring accurately, Using set square, Knife /cutting mat safety, Scoring/folding **Intro - Product Analysis** Define Aesthetics: 1) Logo + image 2) Text / font (serif / sans serif) 3) Layout 4) Colour scheme 5) Slogan **Specification** What, why, How? Plus justified spec points **Initial Ideas** Design ideas and how they should be presented. Use morph analysis to get started and to produce variety. The importance of annotation and the different types. **Computer Aided Design** – (introduction to Corel 11) 1) Layout and tools 2- 4) Fills, Fonts, Arrange	**Development of Ideas:** **1)CAD skills** Demo's and practical practice: Recap 1-4 from First Block Demo 5) Special Effects 6) Cup / Glass 7) Photopaint - Crop backgrounds **2) Logo development** Step by Step thumbnails – develop final idea. **A4 Bag -** demo – step by step with guidance sheet **Production plan / step by step** How to organise and write these (using exemplar work) **A3 bag – practical** demo rulers and import, discuss print layout and cropping print margins. Recap transparency and drop shadow Create takeout bag using Corel 11 Ext: promo poster for opening week **Evaluation –** use of specification to evaluate final design
Rationale/ Linking	Builds on skills from middle school link project, focussing on CAFÉ QUE thinking system to structure work.	Prepares students for Y10 and 11 approach to iterative design development and use of CAD for development of ideas / printing of final idea and laser cutting of nets
Assessment	Ongoing assessment through out – AfL booklet with feedback	**Learning Resources**

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Curriculum Overview for: DT Graphics

Key Stage 4 Academic Year Group: 10

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic						
Content	**Intro –Considerations** / café que recap **Theory – Packaging functions + Aesthetics + Ergo** **Product Analysis** Use product brought in for HW **Theory 1+2 Paper sizes/forms/3+4 Properties + Types** **Specification** w/w/h + exemplar **Theory 5+6 Stress + forces/ scales of production** **Initial Ideas** w/w/h +exemplar Split into logo / primary / secondary **Theory – 7 Printing Processes. 8 Finishes and Binding Smart materials** **ISO Sketching** Self assessment task. Do basic shapes, gradually getting more complicated. Cube, rectangle, cylinder, octagon, packaging	**Initial ideas packaging sketches** **Theory 9: Wood** **Initial Ideas annotation** w/w/h Spec check + material, function and ergo features **Theory 11: Plastic (do processes and demos for vac form + line bend later project)** **Corel:** Computer Aided Design recap basic skills from Y9 1) Layout and tools 2-4) Fills, Fonts, Arrange **Theory Metal** **CAD Practical** Advanced skills: Demo 5) Special Effects 6) Cup / Glass 7) Photopaint - Crop backgrounds	**Theory- NETS** **Nets** Demo Net drawing and modelling development of ideas **ITERATIVE approach**–primary and secondary / make table of dev size, shape, closures etc **Theory – 12: Textiles:** **Demo** corel scan and trace **Theory – 3: Energy** **Corel - Final ideas,** printing and assembly. Demo spraymount assembly **Theory – 6R's and enviro L.C.A. Globalisation LCA**	Final idea – print and spraymount **Theory – Globalisation S/M/E/C** Final Ideas, printing and assembly Vac form demo – tray and choc moulds **Theory – 5: Electronics** Final idea – print and spraymount **Programmable Electronics** Laser demo – card / MDF cutouts for emboss / deboss (also demo net cut out)	**NEA intro** and discuss possible projects – for HW **Practical Work** Recap / support vac form / laser **NEA preparation** – Identify & Investigate Exemplars of considerations brainstorm (+ survey, contextual, moodboard, anthro/ergo) **EXAM REVISION – content / revision list**	**NEA CONTEXTUAL CHALLENGE THEMES RELEASED** Possible Projects Brainstorm Considerations Y10 EXAMS **Start NEA research section:** Product Analysis Moodboard Contextual Anthro/ergonomics Survey
Rationale/ Linking						
Assessment	Ongoing assessment throughout the project – Assessment for Learning booklet with march schemes and feedback.			**Learning Resources**	AfL Booklet with markschemes. Exemplar folders	

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Curriculum Overview for: DT Graphics

Key Stage 4 Academic Year Group: 11

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	NEA	NEA	NEA	NEA	NEA	EXAM
Content	Research into NEA, All of the below to be completed. Identification of Possible Projects, Considerations, Mood boards, Product Analysis, Survey and Results, Contextual Research, Anthropometrics Design Briefs, Specification.	Design work begins in the form of Rough Sketches, moving onto 4 to 6 Initial Ideas, All ideas Spec checked, materials identified, dimensions and joining methods. Modelling begins and leads onto development of chosen Design Solution.	Final Design is decided through use of model development and client feedback. Practical work on Final Design begins. Workshop is in full use and each student has a bespoke Final Design to complete.	Fully working Prototype should be almost completed with all parts and components ready to be assembled, finished and tested.	Practical completion, Evaluation, Modifications and Improvements. HAND IN AND Moderation of all coursework. Exam Preparation, Revision	Revision, Past Papers.
Rationale/ Linking	All NEA work follows the Design Process. Where possible this work is linked to Theory or compared to how each process would b e carried within Industrial and commercial settings.					
Assessment	Ongoing assessment throughout the project – Assessment for Learning booklet with march schemes and feedback.		Learning Resources	AfL Booklet with mark schemes. Exemplar folders		