YEAR 11 HALF TERM 1 DESIGN AND TECHNOLOGY - TEXTILES LEARNING PROGRAMME

Love God
Serve others
Work hard
Value all

Topic	Learning Objectives	Key Vocabulary	Learning Sequence	Linked Learning	Home Learning
Non-Exam Assessment (NEA) worth 50% of final GCSE grade: Research Design brief and specification	To investigate the chosen context and justify findings and their importance in the project. To write a detailed design brief and fully justified specification.	Design brief Design specification Market research ACCESS FM	Students will identify, investigate and outline design possibilities to address the needs and wants of their target user and the requirements of their chosen context. Students will develop detailed questionnaires, analyse the results in detail, speak to companies, investigate existing products and evaluate each step of their research process. Students will write their own detailed brief and specification.	English—comprehension of research, editing important information, analysing facts, drawing own conclusions, extended writing. Maths—measurements and sizing, anthropometrics Science—materials properties and material capabilities research	Exam questions Intervention/revision session attendance.
NEA Initial designs Testing and feedback	To develop a wide range of unique, innovative and fit for purpose designs that fulfil target user's needs and wants. To utilise extensive testing results and feedback to develop a better product.	Innovation Creativity Visualising	Students will design a wide range of initial products that are fit for purpose and fulfil their brief and specification. Students will frequently speak with their target users to gain feedback and continually develop their ideas using a solid iterative approach.	Art—creativity, style, form History—past design eras and their context in history	Exam questions Intervention/revision session attendance.

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NEA Iterations Functional prototyping	To uphold a fully iterative approach to designing and prototyping. To use a variety of prototyping methods, mechanisms, materials and technical knowledge to make a fully functional first draft of your finished product.	Iterative Development Function Aesthetics Testing	Students will build precise and functional prototypes of their most successful design to fulfil a need or gap in the real-world market. Students will test their prototype in use and will develop and evolve. Evaluation and analysis of their own work must be continuous.	Maths—translating 2D sketches to 3D proportional prototypes. Art—understanding form and style	Exam questions Intervention/revision session attendance.