



Topic	Learning Objectives	Key Vocabulary	Learning Sequence	Linked Learning	Home Learning
<p>Recap on Health and Safety</p> <p>Understanding and interpreting a design brief.</p> <p>Researching and planning for design.</p>	<p>To be able to identify and prevent hazards in the workshop.</p> <p>To be able to understand and interpret a design brief .</p> <p>Understand the importance of product research.</p>	<p>Hazard</p> <p>Design brief</p> <p>Design specification</p>	<p>Pupils to identify hazards of the work room.</p> <p>Talk through the design brief as a class and identify key words.</p> <p>Research, identify successful similar products.</p> <p>Analyse key success criteria.</p> <p>Pupils to produce an in depth design specification using the analysis from product research and survey .</p>		<p>Research similar products which could satisfy the design brief.</p>
<p>Design ideas and iterative thinking.</p> <p>CAD CAM</p>	<p>To understand the concept of iterative designing.</p> <p>To utilise the use of CAD to produce high quality design ideas.</p> <p>To understand the impact of computer aided manufacture on society and the economy.</p>	<p>Iterative design</p> <p>CAD</p> <p>CAM</p> <p>Annotation</p>	<p>Initial design sketches based on research with detailed annotation.</p> <p>Develop designs based on target user feedback.</p> <p>Evaluate success of own and others ideas.</p>	<p>Art—considering form/shape/creativity.</p> <p>IT skills using photoshop.</p> <p>Maths—precise measurements.</p>	<p>Survey and questionnaires for target user about initial designs.</p> <p>Analysing survey results, justifying how they will be used to improve proposed product.</p>
<p>Developing practical skills</p>	<p>To learn key practical skills and understanding of equipment available.</p> <p>To be able to use various pieces of equipment safely, with a degree of accuracy.</p>	<p>Patch pocket</p> <p>Pouch pocket</p> <p>Seam allowance</p> <p>Flat bed machine</p> <p>Overlocker.</p>	<p>Pupils to produce sewing samples</p> <p>Seam with overlock finish</p> <p>Patch pocket</p> <p>Pouch pocket.</p>	<p>Science—material properties</p>	



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<p>Interpreting design ideas.</p> <p>Understanding a basic pattern .</p>	Learn how to analyse designs and patterns	Drape Grain line Fabric face			
<p>Prototyping and modelling</p>	Develop sewing and assembly skills and apply them to a product prototype	Fabric properties Components Form Proportion Prototype	Students will assemble their shorts. Using key sewing skills. Students will need to use problem solving skills to independently assemble and adapt their final product to be fully functional and fit for purpose.		
<p>Evaluating a final product</p> <p>Understanding scales of production</p>	To be able to apply knowledge of 3D form and structure to assemble a successful garment fit for purpose. To effectively evaluate the garment against a similar commercial garment.	Manufacture CAM Tolerances Quality Control One of f production. Batch production. Mass production.		English—evaluating products	Research on scales of production and the impact of CAD CAM on the design and manufacturing industries. Presentation of final product prepared to be delivered to peers.