



The GTS Design & Technology Curriculum

The Design & Technology curriculum enables children and young people to build knowledge and skills that will actively contribute to the creativity, culture, wealth and well-being of themselves, their community and their country. Over the course of their studies students develop a critical understanding of the impact of design and technology on daily life and the wider world. But through studying this subject, students also gain so much more.

Through the Design & Technology curriculum students learn how to take risks and so become more resourceful, innovative, enterprising and capable. Additionally, it provides excellent opportunities for students to develop and apply value judgements of an aesthetic, economic, moral, social, and technical nature - both in their own designing and when evaluating the work of others.

Curriculum Map

	Y7	Y8	Y9	Y10	Y11
Autumn Term	Wooden Pencil Box	Wooden Clock Project	Earphone / Cable Wrap Project.	Core Knowledge & Understanding: (a) The impact of new and emerging technologies on: <ul style="list-style-type: none"> - industry - enterprise - sustainability - people - culture - society - the environment - production Techniques Systems <i>FPT – Acrylic Rack / Stand</i>	NEA: Identifying and investigating design possibilities. Developing a design brief and specification. Generating and developing design ideas.
Spring Term			Multi Materials lamp	(a) The impact of new and emerging technologies (Continued) <i>FPT- Multi joint Wooden Frame.</i>	NEA: Manufacturing a Prototype. Analyzing and evaluating design decisions and prototypes.
Summer Term	Creature Feature	Passive Amplifier	Wooden Bookends Free Standing Shelves	In-depth Knowledge & Understanding: Natural & Manufactured Timber. Ferrous & Non-Ferrous metals Half-Term NEA Contexts released to pupils. <i>FPT-Mild Steel Hooks.</i>	Revision for the final Examination.