YEAR 7 DT	Careers
Design Brief and Intro to Colours	
ACCESS FM and Design Specification	Product Designers
The V Fold	
The Internal Stand	
The Parallelogram	
The Spiral Pop Up	
Movement and Motion	
Material Properties of Card	
Typography	Graphic Designer
Theme Ideas and Image Board	
Robert Sabuda Research	
Design Ideas	
Design Ideas	
Plan for Manufacture	
Making the card	
One Off Production	
Evaluation	
DIRT	
Revision	
Revision	
End of unit Assessment	

YEAR 8 DT	Careers
Design Brief, Intro to Art Deco	
Clarice Cliff	
Clarice Cliff	
Design Specification	
Plastics	
Product Analysis	Researchers
Design Ideas	
Design Ideas	
Modelling a Prototype	
Modelling a Prototype	
Evaluate a Prototype	
Making the Frame	
Making the Frame	
Decoration of Frame	CAD Designer
Decoration of Frame	
Decoration of Frame	
Assemble and Test	
Assemble and Test	
Types of Production - Mass	Factory Workers
Evaluation	
Further Developments	
DIRT	
Revision	
Revision	
End of Unit Assessment	
Feedback	

YEAR 9 DT (R039)	Careers
2D Drawing Skills	
2D Drawing Skills	Graphic Designer
2D Drawing Skills	
Single Point Perspective	
Isometric Drawing	
Isometric Drawing	
Isometric Crating	
Assembly Drawings	
3 rd Angle Orthographic	Architect
Importance of Annotation/ Initial	
Concept Pages	
Initial Concept Pages	
Initial Concept Pages	
Card Models	Product Developer
Card Models	
Card Models	
Evaluation	
Evaluation	
Developments (SCAMPER)	
Revision	
Revision	
End of Unit Assessment	
QLA	

YEAR 9 DT (R040)	Careers
Intro, Brief, Task Analysis	Product Designer
ACCESS FM and Product Analysis	
Product Analysis	Researcher
Disassembly of Existing Coat Hooks	
Disassembly of Existing Coat Hooks	Researcher/Analyst
Metal Theory	
Making the Hook	
Making the Hook	Metal Forger
Making the Hook	
Woods Theory Mood Board Inspiration Backboard Designs	
Backboard Designs	
Making the Backboard	Product/Graphic Designer
Making the Backboard	
Assemble product and test	
Revision	
End of Unit Assessment	
Evaluate/Future Developments	