

Design Technology including Engineering and Construction

	HALF TERM 1	HALF TERM 2	HALF TERM 3	HALF TERM 4	HALF TERM 5	HALF TERM 6
7	Aluminium Keyring Health And Safety Project	CAD Design Task – House Designer	Bug Hotel Timber Manufacture Task	Food Science	Food Science	Food Science
8	Bottle Opener Multi Material Project	CAD IKEA Chair Design Task	Timber Pencil Box Manufacture Task	Food Science	Food Science	Food Science
9	Mock Engineering Picture Frame Design Task	Mock Engineering Coursework Lamp Project	Mock Construction Coursework Louvre Frame Project- Carpentry	Food Science	Food Science	Food Science
Engineering						
10	RO40 Coursework Unit RO38 Principles of engineering Design (Theory)	RO40 Coursework Unit RO38 Principles of engineering Design (Theory)	RO40 Coursework Unit RO38 Principles of engineering Design (Theory)	RO39 Communicating Designs RO38 Principles of engineering Design (Theory)	RO39 Communicating Designs RO38 Principles of engineering Design (Theory)	RO39 Communicating Designs RO38 Principles of engineering Design (Theory)
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Construction						
10	Unit 3- Constructing the built environment Bricklaying Practice Unit 1-Introduction to the built environment (theory)	Unit 3- Constructing the built environment Bricklaying Practice Unit 1-Introduction to the built environment (theory)	Unit 3- Constructing the built environment Carpentry Practice Unit 1-Introduction to the built environment (theory)	Unit 3- Constructing the built environment Carpentry Practice Unit 1-Introduction to the built environment (theory)	Unit 1-Introduction to the built environment (theory)	Unit 3- Construction Coursework starts (June 1 st) Unit 1-Introduction to the built environment (theory)
11	Unit 3- Construction Coursework Unit 1-Introduction to the built environment (theory)	Unit 3- Construction Coursework Unit 1-Introduction to the built environment (theory)	Unit 3- Construction Coursework Unit 1- Introduction to the built environment (theory)	Unit 1-Introduction to the built environment (theory)	Unit 1-Introduction to the built environment (theory)	Unit 1-Introduction to the built environment (theory)

Scope:

Our Design and Technology curriculum provides students with a broad and balanced range of practical skills, technical knowledge and creative experiences that reflect industry practices and prepare them for further education, apprenticeships and careers within the design, engineering and construction sectors.

Rigour:

Students are challenged through increasingly demanding practical and theoretical tasks that develop accuracy, resilience, problem-solving and independent thinking, ensuring they meet high expectations and industry-standard working practices.

Sequencing:

The curriculum is carefully sequenced so that students build upon prior knowledge and skills, progressing from fundamental concepts and techniques to more complex design, manufacturing and evaluation processes over time.

Coherence:

Knowledge and skills are explicitly linked across projects and year groups, enabling students to make meaningful connections between design, theory and practical application while developing a clear understanding of pathways into industry and further study.