

DESIGN & TECHNOLOGY

ART & DESIGN – 3D DESIGN (PRODUCT DESIGN)

Scheme of Work Lesson Outline

9

2019/20

YEAR

Module 1 INTRODUCTION TO THE GCSE

AUTUMN

What to expect
How to succeed on this course
Assessment criteria

HEALTH & SAFETY

Being aware of risks and hazards Personal Protective Equipment Workshop Rules and Protocols

Module 2 WORKING WITH TIMBER & JOINTS

Experiment making wood joints
Permanent / temporary
BOX PROJECT - Big
Picture/Context

Module 3 BOX CONSTRUCTION

Manufacturing Diary

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Module 4 FINISHING TECHNIQUES

Record of experimentation Application to box lid

Module 5 DRAWING TECHNIQUES

First hand observations
Looking at form, structure and
surface texture
Sketching and annotation
Exploded drawings
Isometric
2 point perspective

Module 6 INVESTIGATING A DESIGNER

Recording the work of an artist, craftsperson or designer whose work they find inspirational

Produce a finished product item based on the inspiration

Module 7 LIGHTING PROJECT

SPRING

Looking at existing products

ACCESS FM

USB powered kit

Component parts

Moveable joints testing

LIGHTING PROJECT – Big

Module 8 LIGHTING CONSTRUCTION

Picture/Context

Cutting and shaping the base arms and shade Soldering the circuit Creating movable joints Manufacturing Diary

Module 9 DEVELOPING THE PRODUCT

Record of experimentation
Developing the component parts
in response to looking at the
work of others.

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Module 10 CAD/CAM

Using 2D Design Using the laser cutter

Module 11 QUALITY CONTROL

Sanding and finishing components Applying a finish Final assembly Manufacturing Diary

Module 12 EVALUATING THE PRODUCT

Photographic record
Gathering feedback from users
Testing and Trailing
Suggesting modifications

SUMMER

Module 13 INVESTIGATING A DESIGNER

Recording the work of an artist, craftsperson or designer whose work they find inspirational

Produce a finished product item based on the inspiration Record of experimentation

Module 14 QUALITY CONTROL

Sanding and finishing components Applying a finish Final assembly Manufacturing Diary

Module 15 EVALUATING THE PRODUCT

Photographic record
Gathering feedback from users
Testing and Trailing
Suggesting modifications

В

Module 16 MOCK

Non-exam assessment (NEA)

Brief

Analysis of the context
Researching the work of others
Sketching and annotation

Module 17 MOCK

4-hour practical Creation of response to brief

Module 18 CREATING A PORTFOLIO

Looking at examples
Gathering evidence from the previous modules and presenting as a final record for assessment