Product Design

Subject Leader: Mr J Fulson jfulson@taptonschool.co.uk

Curriculum Intent: Students will learn through a variety of projects during KS3/4 and 5, how to use the technological principles of explore, create, and evaluate to solve problems. On this learning journey, these projects will also bestow upon them the technical knowledge required to be a Product Designer.

	Core Knowledge	Procedural Knowledge
	Topics:	**Students will:**
	6Rs	Learn how to analyse a context
	Sustainability	Write a Specification
	Anthropocene definition	Use templates and jigs
	Production plans	Use Hand tools
	Materials – environmentally friendly	Solder
	H&S and risk assessment.	Sketch models
	Sustainable design	Develop design skills – 2D
	SWOT analysis	Render
		Work with Metal

Homework: Homework is set on Satchel:One for every six hours taught
Homework will comprise a presentation on The Negative Impact of Technology and revision for tests

Assessment: Formative verbal and other feedback
Exploration grade (research), Create grade (making), Evaluation grade, Principles grade through a multiple-choice test and presentation skills and content grade.

Links to Personal Development:
Following drawings
Manufacturing understanding
Dexterity and hand skills
Machining skills
Self-evaluation of work
Presentation skills
Research/analytical skills
CAD/CAM skills
Design skills

How is my knowledge further developed in Year 9?
In Year 9, students will learn the following through a series of different projects – CAD, CAM, Carpentry skills, Casting, Architectural design/modelling, 3D printing, sketch modelling, Furniture Design and Iterative Design.