



PLUME ACADEMY - LEARNING OVERVIEW

Year	7
Subject	Resistant Materials

Prior Learning

The Year 7 curriculum builds on prior learning in by building upon their prior skills in research, design, planning, making and evaluation. This is delivered through a series of projects used to develop their understanding and skills. Each of these projects also introduces new focuses for development.

Curriculum Intent – What are the curriculum aims?

The Year 7 curriculum builds on prior learning in primary school by building upon their prior skills in research, design, planning, making and evaluation. This is delivered through a series of projects used to develop their understanding and skills. Each of these projects also introduces new focuses for development. Students new to Resistant materials will develop an understanding of designing and making skills,

Curriculum Implementation – What my child will be learning?

Term 1	Half Term 1	Pencil Holder Design and make task focuses on hand based skills. Manipulation of Wood and Plastics. Understanding of machinery.
	Half Term 2	Pencil Holder Design and make task focuses on hand based skills. Manipulation of Wood and Plastics. Understanding of machinery.
Term 2	Half Term 3	Money Box Hand skills based project that focusses on the development of traditional construction methods using Mitre, Finger, Lap and Butt joints. Students design their own decorative features. Manipulation of Wood.
	Half Term 4	Money Box Hand skills based project that focusses on the development of traditional construction methods using Mitre, Finger, Lap and Butt joints. Students design their own decorative features. Manipulation of Wood.
Term 3	Half Term 5	Album Cover Design project that focuses on the use of graphics skills to create an album cover. Variety of design skills looking at logos, album covers and sleeves. Design for their final album cover and logo using CAD skills. Manipulation of paper and card. Understanding of Adobe Photoshop.
	Half Term 6	Album Cover



		<p>Design project that focuses on the use of graphics skills to create an album cover. Variety of design skills looking at logos, album covers and sleeves. Design for their final album cover and logo using CAD skills. Manipulation of paper and card. Understanding of Adobe Photoshop.</p>
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Curriculum Impact – How will progress be assessed?

Informally, students work is marked regularly with adjoining feedback. Students will also receive verbal feedback through classroom discussion.

Formal assessments will take place at the end of each project and will cover, research, design, planning, making and evaluation.

Super-Curricular Opportunities – Extending Learning

Useful supporting resources:	If a student is really passionate about this subject, they could:	As a parent/carer, I can assist my child in this subject by:
<p>Technology Student - http://www.technologystudent.com</p> <p>BBC Bitesize - https://www.bbc.co.uk/bitesize</p> <p>Seneca - https://www.senecalearning.com/</p>	<p>Find out who designed your favourite product.</p> <p>Design & Make a pop up card for Christmas or Halloween</p> <p>Visit the Big Bang Fair at ARU.</p> <p>Listen to the femmes of STEM podcast.</p> <p>Enter the Lego rebrick competition</p>	<p>Visit the Museum of Power, Langford.</p> <p>http://www.museumofpower.org.uk/</p>