



PLUME ACADEMY - LEARNING OVERVIEW

Year	10
Course	AQA Technology - Graphics
Specification Number/Exam Board	8552
End of course assessment and weightings	NEA 50% Written Exam 50%

Prior Learning

The subject builds on your child's key stage 3 experience in Year 9 by extending students understanding of modelling materials and techniques through a series of short tasks. Students will develop skills in CAD/CAM and employ skills started in evaluation and

Curriculum Intent – What are the curriculum aims?

The course will cover the requirements of the AQA Technology exam (Graphics) and prepare the students for the NEA and written exam.

Curriculum Implementation – What will my child will be learning?

Term 1	Half Term 1	<p>Designers project – students explore the range of 16 designers required to be studied by the course. Their influence on the design community will be studied as will the impact of eight iconic design companies. The students compile a set of revision Key cards as part of their learning.</p> <p>Cutlery project start – students use inspiration from nature and the Alessi design company to develop designs for a set of cutlery and it's packaging. Students learn how to model with a range of materials and examine a series of manufacturing methods available in school and in industry.</p>
	Half Term 2	<p>Cutlery project concludes.</p> <p>Container Living project starts – students explore the problems of homelessness and affordable housing and design a solution to the issue. They use a series of research methods that help to inform the direction of the design proposal and how cultural and social issues affect the designers choices. Students explore a range of technical drawing skills and the use of anthropometric data. The project is run similarly to the NEA to give students the understanding of how to structure their design and make project.</p>



Term 2	Half Term 3	<p>Materials Project start- students explore a series of materials, properties and uses available to the design community. Students produce a resource that will be used as a revision tool for materials selection. Students also explore the impact of materials processing and selection on the environment.</p> <p>Container project continues</p>
	Half Term 4	<p>Container project concludes Materials Project concluded</p>
Term 3	Half Term 5	<p>Energy Project – students explore the generation of electricity and the impact that processing the raw materials has on the environment. Alternative energy production methods are explored. Students explore the effective methods of presenting information to others. Container project concludes.</p> <p>Mechanisms Project – students explore the process of designing for a specific need and respond to a design brief and specification in the production of a mechanisms-themed teaching prop. Students also explore budgeting and further master analytical skills</p>
	Half Term 6	<p>NEA AO1 Section A: Identify and investigate design possibilities Students respond to the AQA-given context to begin their Non- Examinable Assessment (sometimes known as coursework). During this half term, students will explore the context and undertake research that will help define the direction that their project will go. Students will explore existing products, form a client profile, conduct a survey and disassemble a product linked to their theme.</p>

Curriculum Impact – How will progress be assessed as I learn?

Students will be assessed using the AQA NEA marking criteria as a starting point. The main strands of the assessment criteria are: Identifying and investigating design possibilities (research), Producing a design brief and specification, Generating design ideas, developing design ideas, realising design ideas (making), Analysing and



Super-Curricular Opportunities – Support and Extending Learning

Useful study resources	If a student is really passionate about this subject...	As a parent/carer, I can assist my child in this subject by:
<p>https://www.technologystudent.com/ https://www.bbc.co.uk/bitesize/examspecs/zby2bdm CGP GCSE AQA Design & Technology (for the grade 9- 1 course) – revision guide</p>	<p>Students can use the on-line cloud-based 3D modelling software Sketchup, practice using the software and explore features using youtube tutorials.</p>	<p>Encourage students to visit Design related exhibitions or museums to expand their interest in design history and the process of design</p>