

Curriculum Map - Year 9 - DT (2022-23)



Topic Name	Term	Skills Developed	Link to NC Subject Content	Next link in curriculum	Other Notes	Next steps/prior learning
Core skills-sketching and rendering	R1-CORE	•Develop freehand sketching techniques and skills. •Be able to add tone to design ideas to make them look more realistic. •Add texture to drawings to communicate a realistic image of what their design will look like. •Measure accurately. •Read dimensions on drawings. •Select the correct pencil to draw with. •Develop skills in using colouring pencils in a variety of ways. Knowledge •Freehand 3D sketching •One and Two-Point Perspective Drawing •Orthographic Drawing •Isometric Drawing •How to use tone to render •How to apply texture to 2D and 3D shapes	Use a variety of approaches to generate creative ideas and communicate ideas visually. Develop and communicate design ideas using annotated sketches, detailed plans, 3-D and mathematical modelling, oral and digital presentations and computer-based tools.	Carousel with Textiles, Food and Product.	This short course has been added to the Year 9 rotation to enhance presentation skills. It is important because it develops students' confidence in sketching and presenting their ideas using different pictorial methods including tone and texture techniques. This unit will help students become more imaginative when presenting their ideas in their coursework.	Builds on sketching, drawing and rendering skills developed in Years 7&8. Leads to better visual and graphic presentation skills of student's design work.



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		•Become aware of pictorial methods to communicate design ideas				
Multi- storage stand	R2- PD	Skills Research skills (primary) Design skills CAD (2D Design and SketchUp) Model making skills (testing) Orthographic drawing skills Isometric drawing skills Isometric drawing skills Frequency Ergonomics and Anthropometrics Design Specification Target Markets (client/user centred design) Continuous evaluation/improvement Timbers and manufactured boards (plywood) Surface treatments and finishes	Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users. Critique, evaluate and test their ideas and products and the work of others. Identify and solve their own design problems and understand how to reformulate problems given to them. Select from and use specialist tools, techniques, processes, equipment and machinery precisely, including computer-aided manufacture. Test, evaluate and refine their ideas and products against a specification, taking into account the	Carousel with Textiles, Food and Core Skills.	This project builds of prior knowledge of CAD/CAM and material properties and characteristics. Whilst also developing and refining key design and problem-solving skills (develop, communicate, record and justify design ideas using a range of appropriate techniques).	Builds on computer aided design and computer aided manufacture skills and knowledge. Primary research skills, creative design and problem-solving skills, model making skills. Leads to A better understanding of the "iterative" design process and the importance of accuracy when designing and making.







	views of intended users and other interested groups.	
Bags & 1 of 4 Rotati ons over acade mic year in textiles. 1 of 4 Patchwork • Patchwork • Quality control • Vocabulary relati manufacture and so in textiles.	and avoid stereotypical responses For GCSE, preparing for	Yr 8 Pyjamas – design and manufacture product which includes, casing.