

Year 7 DT and Textiles Curriculum Plan							
Unit	Core		Hinterland		NC Coverage	Assessment	Whole Education Opportunities
	Knowledge	Skills	Knowledge	Skills			
Moving toy (DT)	<ul style="list-style-type: none"> Basic Health and safety Basic introduction into materials (timbers) Understanding tools and equipment that are suitable for their purposes. Identifying the needs of different users Introduction to the design process and stages within Movements and mechanisms Card modelling to test designs 	<ul style="list-style-type: none"> Basic hand tools (coping saw, files and sandpaper) Drawing in 2D and rendering Analysing research to inform decisions Effective modelling to check limitations within designs Analysing and evaluating to inform design decisions Design developments using 3rd party feedback Drawing and rendering in 2D 	<ul style="list-style-type: none"> Understanding what different materials are used because of their properties Links with safety regulations for children's safety Understanding the needs of different users and how that will affect a design The bigger picture linked to non-renewable materials Minimising waste material The maintenance of tools and machines 	<ul style="list-style-type: none"> Ability to apply understanding of tools and processes to other applications Changing their own carbon footprint as a result of having a better understanding of the environment Making smarter choices when buying products in order to lessen the impact upon the environment. 	<p>Design -use research and exploration, such as the study of different cultures, to identify and understand user needs.</p> <p>Identify and solve their own design problems and understand how to reformulate problems given to them.</p> <p>Develop specifications to inform the design of innovative, functional, appealing products that respond to needs in a variety of situations.</p>	<ul style="list-style-type: none"> Specification (ability to add detail using research collected and making it specific to the brief) Designing a range of creative ideas Independence and accuracy when cutting/shaping wood using basic hand tools. Evaluation of designs and final product. Low stakes testing in starters and plenaries 	<ul style="list-style-type: none"> Links with geography-deforestation, fossil fuels, sustainability Links with Maths Links with Art theory Careers
Phone Pocket (TX)	<ul style="list-style-type: none"> Basic Health and safety Basic introduction into materials (textiles) Understanding tools and equipment that are suitable for their purposes. Identifying the needs of different users Introduction to the design process and stages within Colour theory Textiles treatments – tie dye/heat processes Looking and adapting patterns from nature Hand embroidery – running stitch, back titch and whipped stich Basic use of sewing machines Cutting and shaping fabric effectively 	<ul style="list-style-type: none"> Basic hand stitches Basic use of sewing machines Basic textiles treatments Identifying different materials due to their properties 	<ul style="list-style-type: none"> Links to commercial products and the techniques and materials used. The raw sources of materials and how they are manufactured Effects of different materials on people (allergies/moral issues) 	<ul style="list-style-type: none"> Ability to recognise patterns within nature Improved dexterity with fine motor skills Applying skills to a range of fabrics and adapting equipment when needed to better suit the material's properties. 	<p>Develop and communicate design ideas using annotated sketches.</p> <p>Make -select from and use specialist tools, techniques, processes, equipment and machinery precise.</p> <p>Evaluate - test, evaluate and refine their ideas and products against a specification, taking into account the views of intended users and other interested groups.</p> <p>Technical knowledge -understand and use the properties of materials and the performance of structural elements to achieve functioning solutions.</p> <p>Understand how more advanced mechanical systems used in their products enable changes in movement and force</p>	<ul style="list-style-type: none"> Designing a range of creative ideas that meet a brief Independence and accuracy when cutting/shaping fabrics using basic hand tools. Evaluation of designs and final product. Low stakes testing in starters and plenaries 	<ul style="list-style-type: none"> Links to Art theory Careers