

Biddulph High School Curriculum Intent

To deliver a broad and enriching curriculum through engaging and challenging lessons that provide a wide range of opportunities for all students to achieve their potential.

Students will all be prepared to take their next steps in a diverse and ever changing future ready to make a positive contribution to society.

Through a broad programme of extracurricular activities students will have the opportunities to showcase their talents and experience new challenges.

We value individuals and all that they can offer as well as supporting each other with kindness and empathy.

Curriculum Intent for Product Design:

Our aim in the Design and Technology department is to encourage students to produce creative work which explores, records and reflects on ideas and experiences in their own and others' lives. We aim to encourage open minded, creative, critical, reflective thinkers who have the courage and confidence to contribute to the world around them. We provide a safe and respectful atmosphere where their creativity can flourish, they can problem solve and are not afraid to make mistakes. The curriculum in Design and Technology allows students to experience a range of different areas in design including Product Design and Graphic Design. We aim for students to realise the relevance of design in our modern culture whilst raising the awareness of career choices and engendering a love of the subject.

All teachers will follow the schemes of work provided by the department. This will ensure that all students receive the same high-quality provision. All units of work will provide a clear outline of the knowledge and skills required and assessments will ensure that this knowledge has been retained and that skills can be evidenced.

Teachers will ensure that gaps are closed through regular monitoring within the classroom. DINT activities will allow for interleaving and recap of previous learning. Misconceptions will be identified through effective questioning and the regular inspection of student work.

Product Design: Long Term Overview						
Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
9	This unit introduces students to Product design. It teaches a range of essential research and analytical skills and techniques to help them to engage and explore the subject more fully. Students will become designers and work in the style of Art Deco to inspire their own creations .		Students will become designers and work in the style of an iconic Art Deco designer to create their own piece of practical work in modelling it in card. The practical work will be a jewellery box & item of Jewellery or speaker on their chosen iconic Art Deco Designer.			
10	Project 1: Students will be completing the unit of work started in year 9 based upon Art Deco, they will be making their final designs using a range of suitable materials to create a completed final prototype.		Intro to Component 1 Selecting a project AO1 Drawing & Recording AO3 Contextual Sources AO1		Component 1 Development Phase AO2 Creating a Response AO4	
11	Component 1 Development Phase AO2 Creating a Response AO4		Exam Project released- developing ideas, starting points, research and drawings	Developing exam project with designer inspiration, experiments and trials	Exam preparation/Return to Portfolio project to make improvements	N/A

Product Design: Medium Term Overview			
Year 9	Product Design	Unit Title: Art Deco	No of Lessons: 12
Overview/Intent	This unit introduces students to Product design. It teaches a range of essential research and analytical skills and techniques to help them to engage and explore the subject more fully. Students will become designers and work in the style of an iconic Art Deco designer to inspire their own creations.		
Assessment	Students will complete research into Art Deco and Art Deco designer completing an analysis on a range of existing products using subject specific key words and their own opinions on if a product is successful. Knowledge quiz of key terminology – product analysis .		
Essential Knowledge (what must students know):	Essential Skills (what must students be able to demonstrate):	Lessons:	
<ul style="list-style-type: none"> How to complete a successful design theme board on Art Deco How to create a fact file and be able to discuss the work of a designer Know they key product analysis key terms and be able to use these to analyse a given product Be able to use the work of others to influence own work How to develop a design idea with the use of strategies to help to do so Model making in card – health & safety & techniques to do so. <p>Terminology: Iconic, Product analysis, function, cost, customer, user, function, environment, ergonomics, aesthetics.</p>	<p>Students will be able to:</p> <ul style="list-style-type: none"> Know how analyse a product given a set of subject specific key words Know the meanings of the key words used to analyse a product Demonstrate how to create a design theme board Successfully study the work of an existing Art Deco designer and compete a study fact file on them Be able to use the model making equipment safely and skilfully to create a card model of their design. 	<p>1&2. Introduction to the project ‘Art Deco’ looking at iconic Art Deco designs and start to create a theme board on this</p> <p>2&3: Introduction to Art Deco Designers to create a fact file on their chosen designer</p> <p>4: Theme board on chosen product</p> <p>5&6: Product analysis - Creation of a product analysis on existing products</p> <p>7&8: Design ideas in the style of the designer.</p> <p>9 - 12: Model making in card of the final product and a written evaluation</p>	
Careers Links: Students will look at roles within the design industry and study the work of an existing designer.	Enrichment: Green power car	MYPB: Creativity, Evaluation, Innovation, self motivation, active listening, Responsibility	

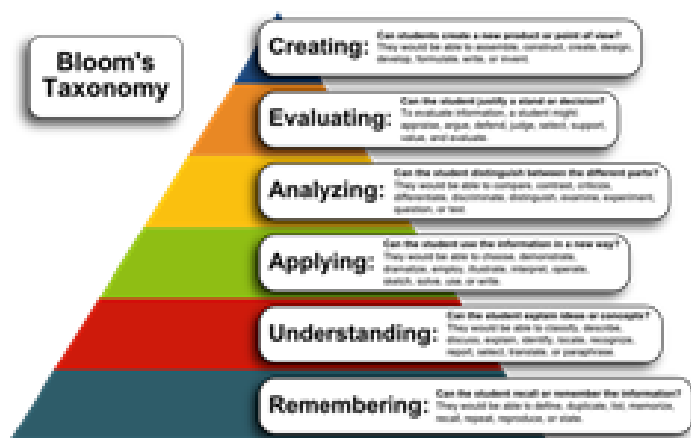
Product Design: Scheme of Learning

Rotation 1: Introduction to Product Design –Art Deco

This unit introduces students to Product design. It teaches a range of essential research and analytical skills and techniques to help them to engage and explore the subject more fully. Students will become designers and work in the style of an iconic Art Deco designer to inspire their own creations.

Lesson	Objective	Lesson Content	Resources and Scaffolding	Teacher Notes, additional planning etc
1 & 2	Introduction to the project 'Art Deco' looking at iconic Art Deco designs and know how to create a design theme board	<ul style="list-style-type: none"> • DINT: iconic Art Deco design • Introduction to the project, introduction to Art Deco • Students to use the images and materials provided to create an Art Deco research page 	<p>Power point for the project</p> <p>Exemplar theme boards & success criteria</p> <p>All students will receive a guide through this stage to support the new learning.</p> <p>Teacher will offer feedback and specific support where needed.</p>	
2 & 3	Introduction to Art Deco Designers to create a fact file on their chosen designer	<ul style="list-style-type: none"> • Introduction into Art Deco designers • Students to use the images and materials provided to create a fact file on an iconic Art Deco designer. 	<p>Power point for the project</p> <p>Exemplar artist research sheets & success criteria</p> <p>Teacher will offer feedback and specific support where needed.</p>	
4	Product research theme board	<ul style="list-style-type: none"> • Introduction on how to present images for a theme board • Students select their product – jewellery or speaker and create a theme board based upon this. 	<p>Theme board images of jewellery and speakers</p> <p>Theme board sheets & success criteria</p> <p>Teacher will offer feedback and specific support where needed.</p>	

5 & 6	Product analysis - Creation of a product analysis on existing products words to analyse an existing product.	<ul style="list-style-type: none"> DINT: product analysis key words sort Students to use the key words to complete a product analysis on a design item in relation to their chosen item – jewellery or speaker. 	DINT: card sort on key words Images and information on 3 x lamps for students to analyse	
7 & 8	To understand how to create design ideas in the style of their designer & Art Deco.	<ul style="list-style-type: none"> Students to design 4 x ideas for their chosen product design using their designer/Art Deco as inspiration 	Exemplar design ideas Drawing template Pencil crayons Fine liners	
9 - 12	Model making -To be able to use a range of materials skilfully and safely to recreate your design in 3D Written Evaluation of the project	<ul style="list-style-type: none"> Students to model their final idea in card to size and scale of the final design would be Students to complete an evaluation of their work explaining what went well and what improvements could be made 	Hand tools, card, plastics, wood for decoration Glue guns, knives, rulers & mats	
		<ul style="list-style-type: none"> 		



- Create
- Evaluate
- Analyse
- Applying
- Understanding
- Remembering