

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 10	Product Design	Unit Title: Art Deco Component 1 – 60% of final grade.	Term 1
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Overview/Intent This unit introduces students to GCSE Product design. They will gain an **understanding** of what product design is and how it has evolved in such a short space of time. It teaches a range of essential **research** and **analytical** skills and techniques to help them to engage and explore the subject in depth. Students will become **designers** and work in the style of design movement ‘Art Deco’ and take inspiration from designers to **inspire** their own creations for projects.

Assessment **Assessment will be done on the research section of the sketchbook. Students will get a score out of 30 for AO1 & AO2**

<p>Essential Knowledge (what must students know):</p> <ul style="list-style-type: none"> Know what product design is and understand about some key iconic products and how they have evolved over time. Be able to use the work of others to influence own work use drawing skills for different needs and purposes, appropriate to the area(s) of study used. Drawing may take the form of maquette, scale model(s) and computer-aided design using appropriate media and materials Health & safety of machine and hand tools. Know how to mark out materials in preparation for cutting and be able to skilfully construct their model How to create a final model of their design work in wood. 	<p>Essential Skills (what must students be able to demonstrate):</p> <p>Students will be able to:</p> <ul style="list-style-type: none"> Demonstrate how to present research to a high standard taking care and pride in work Know about the work and approaches of three-dimensional designers from contemporary and/or historical contexts, periods, societies and cultures Understand contemporary and/or historical environments, situations or issues Develop model making skills and understand health & safety in the workshop 	<p>Lessons:</p> <table border="1"> <tr><td>02 September 2024</td><td>Completion of Art Deco project</td></tr> <tr><td>09 September 2024</td><td>Completion of Art Deco project</td></tr> <tr><td>16 September 2024</td><td>Completion of Art Deco project</td></tr> <tr><td>23 September 2024</td><td>Completion of Art Deco project</td></tr> <tr><td>30 September 2024</td><td>Completion of Art Deco project</td></tr> <tr><td>07 October 2024</td><td>Completion of Art Deco project</td></tr> <tr><td>14 October 2024</td><td>Completion of Art Deco project</td></tr> <tr><td>21 October 2024</td><td>Completion of Art Deco project</td></tr> <tr style="background-color: #f8d7da;"><td> </td><td> </td></tr> <tr><td>04 November 2024</td><td>Completion of Art Deco project</td></tr> <tr><td>11 November 2024</td><td>Completion of Art Deco project</td></tr> <tr><td>18 November 2024</td><td>Completion of Art Deco project</td></tr> <tr><td>25 November 2024</td><td>Completion of Art Deco project</td></tr> <tr><td>02 December 2024</td><td>Completion of Art Deco project</td></tr> <tr><td>09 December 2024</td><td>Completion of Art Deco project</td></tr> <tr><td>16 December 2024</td><td>Completion of Art Deco project</td></tr> </table>	02 September 2024	Completion of Art Deco project	09 September 2024	Completion of Art Deco project	16 September 2024	Completion of Art Deco project	23 September 2024	Completion of Art Deco project	30 September 2024	Completion of Art Deco project	07 October 2024	Completion of Art Deco project	14 October 2024	Completion of Art Deco project	21 October 2024	Completion of Art Deco project			04 November 2024	Completion of Art Deco project	11 November 2024	Completion of Art Deco project	18 November 2024	Completion of Art Deco project	25 November 2024	Completion of Art Deco project	02 December 2024	Completion of Art Deco project	09 December 2024	Completion of Art Deco project	16 December 2024	Completion of Art Deco project
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<ul style="list-style-type: none"> Evaluation skills to evaluate product once complete <p>Terminology: Iconic, Product analysis, function, cost, customer, user, function, environment, ergonomics, aesthetics, Alessi, Liberty, inspiration.</p>		
<p>Careers Links: Students will look at roles within the design industry and study the work of an existing designer.</p>	<p>Enrichment: Green power car</p>	<p>MYPB: Creativity, Evaluation, Innovation, self motivation, active listening, Responsibility</p>

Product Design: Medium Term Overview			
Year 10	Product Design	Unit Title: personal project Component 1 – 60% of final grade.	Term 2
<p>Overview/Intent</p> <p>Assessment</p>	<p>This unit follows on from term 1, Students to start their own personal project from a given starting point, it is all about refinement, development, modelling and planning for making. Students will be able to develop and refine their final 2D designs into 3D forms using traditional model making techniques, processes and equipment to do so before making their final prototypes in a medium of their choosing.</p> <p>Assessment will be done on this section of their work which will be documented in their sketchbooks through a series of drawings, notes, photographs of 3D models and outcomes and sketches to explain the making process. This will cover AO2 & AO3</p>		
<p>Essential Knowledge (what must students know):</p> <ul style="list-style-type: none"> Health and safety when model making and use safe working practices in the workshop. Know how to use model making materials and equipment skilfully and accurately to make model 	<p>Essential Skills (what must students be able to demonstrate):</p> <p>Students will be able to:</p> <ul style="list-style-type: none"> Demonstrate how to construct a number of various models and Marquette’s using various techniques to do so skilfully and safely. 	<p>Lessons:</p>	

<ul style="list-style-type: none"> • How to construct an orthographic working drawing of their final design • apply an understanding of relevant Three-Dimensional Design practices in the creative and cultural industries to their work • How to use analytical and evaluative words to talk about their work • Know about materials used in construction, their features and uses • refine their ideas as work progresses through researching, selecting, analysing, constructing and presenting artefact(s)/product(s)/personal outcome(s) using evaluation skills to do so • use visual language critically as appropriate to their own creative intentions and chosen area(s) of Three-Dimensional Design through effective and safe use of: <input type="radio"/> media <input type="radio"/> materials <input type="radio"/> techniques <input type="radio"/> processes <input type="radio"/> technologies <p>Terminology: Models, Marquette’s, orthographic drawing, materials, techniques, processes, skilful, accuracy.</p>	<ul style="list-style-type: none"> • Complete a working drawing that is successful enough to allow a 3rd party to work from. • Document in sketchbooks the techniques and processes and be able to analyse and evaluate the success of these. • Knowledge about materials they could use so they are able to make informed judgements. 	<table border="1"> <tr><td>06 January 2024</td><td>Introduction to personal Project</td></tr> <tr><td>13 January 2025</td><td>Research & mindmaps</td></tr> <tr><td>20 January 2025</td><td>research</td></tr> <tr><td>27 January 2025</td><td>designer research</td></tr> <tr><td>03 February 2025</td><td>designer research</td></tr> <tr><td>10 February 2025</td><td>drawings</td></tr> <tr><td></td><td></td></tr> <tr><td>24 February 2025</td><td>drawings</td></tr> <tr><td>03 March 2025</td><td>drawings</td></tr> <tr><td>10 March 2025</td><td>ideas</td></tr> <tr><td>17 March 2025</td><td>ideas</td></tr> <tr><td>24 March 2025</td><td>developments/modelling</td></tr> <tr><td>31 March 2025</td><td>developments/modelling</td></tr> <tr><td>07 April 2025</td><td>developments/modelling</td></tr> </table>	06 January 2024	Introduction to personal Project	13 January 2025	Research & mindmaps	20 January 2025	research	27 January 2025	designer research	03 February 2025	designer research	10 February 2025	drawings			24 February 2025	drawings	03 March 2025	drawings	10 March 2025	ideas	17 March 2025	ideas	24 March 2025	developments/modelling	31 March 2025	developments/modelling	07 April 2025	developments/modelling
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Product Design: Medium Term Overview

Year 10	Product Design	Unit Title: personal investigation Component 1 – 60% of final grade.	Term 3																										
Overview/Intent	This unit follows on from term 2. Students will be making their models and final prototype model for their project. This will be from woods, plastics and metals where appropriate and use a variety of skills, process and techniques in the workshop. Students will show evidence of trailing and sampling with different techniques, materials & processes and will document all of this in sketchbooks.																												
Assessment	Assessment will be done at the end of the term, providing students with a mark for the whole of the project covering AO1-AO4.																												
<p>Essential Knowledge (what must students know):</p> <ul style="list-style-type: none"> • Safe working practices in the workshop • Know how to skilfully and accurately construct their final prototype using a range of techniques and processes to do so. • Explore the effects of using different media, materials, techniques and processes, and the ways in which they can be used in relation to students own creative intentions. • Recall and develop visual literacy when discussing work <p>Terminology: Materials, manufacture, prototype, develop, refine, trials, samples</p>	<p>Essential Skills (what must students be able to demonstrate):</p> <p>Students will be able to:</p> <ul style="list-style-type: none"> • refine their ideas as work progresses through recording, selecting, editing and presenting outcome(s) <ul style="list-style-type: none"> • record their ideas, observations, insights and independent judgements, in ways that are appropriate such as drawing or photographing • Review and evaluate work and extend their vocabulary away from common phrases such as ‘unique’. 	<p>Lessons:</p> <table border="1"> <tr><td></td><td></td></tr> <tr><td>28 April 2025</td><td>planning for making</td></tr> <tr><td>05 May 2025</td><td>making</td></tr> <tr><td>12 May 2025</td><td>making</td></tr> <tr><td>19 May 2025</td><td>making</td></tr> <tr><td></td><td></td></tr> <tr><td>02 June 2025</td><td>Final Piece making</td></tr> <tr><td>09 June 2025</td><td>Final Piece making</td></tr> <tr><td>16 June 2025</td><td>Final Piece making</td></tr> <tr><td>23 June 2025</td><td>Final Piece making</td></tr> <tr><td>30 June 2025</td><td>Final Piece making</td></tr> <tr><td>07 July 2025</td><td>Final Piece making</td></tr> <tr><td>14 July 2025</td><td>Final Piece making</td></tr> </table>				28 April 2025	planning for making	05 May 2025	making	12 May 2025	making	19 May 2025	making			02 June 2025	Final Piece making	09 June 2025	Final Piece making	16 June 2025	Final Piece making	23 June 2025	Final Piece making	30 June 2025	Final Piece making	07 July 2025	Final Piece making	14 July 2025	Final Piece making
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<p>Careers Links: Students will look at roles within the design industry and study the work of an existing designer.</p>	<p>Enrichment: Green power car</p>		<p>MYPB: Creativity, Evaluation, Innovation, self motivation, active listening, Responsibility</p>																										

Product Design: Medium Term Overview			
Year 11	Autumn 1 & 2	Unit Title: Component 1 Coursework Portfolio 60% and ESA 40%	No of Lessons:
Overview/Intent	This work follows on from term 2/3. Students will be making their final prototype model for their project. This will be from woods, plastics and metals where appropriate and use a variety of skills, process and techniques in the workshop. Students will show evidence of trailing and sampling with different techniques, materials & processes and will document all of this in sketchbooks.		
Assessment	Assessment will be done at the end of the term, providing students with a mark for the whole of the project covering AO1-AO4. Component 1 Coursework Portfolio 60% and ESA worth 40%		
Essential Knowledge (what must students know):	Essential Skills (what must students be able to demonstrate):	Lessons (time frames of lessons are a guide)	
<ul style="list-style-type: none"> Learners are required to know and understand how sources inspire the development of their ideas. Reference should be made to the work and approaches of designers from contemporary and/or historical Contexts. The ways in which meanings, ideas and intentions can be communicated through 	<p>Students will need to demonstrate the following skills.</p> <ul style="list-style-type: none"> apply an understanding of relevant 3D design practices and develop their ideas through investigations informed by selecting and critically analysing sources 	<p>1-36 – Design and development practice piece and coursework final outcome</p> <p>12 weeks – Exam project and exam</p> <p>Week 1 – Exam project selection and mind map Week 2-4 – Research, drawing and recording Week 5-6 – Designer/artist inspiration Week 6-12 – Design ideas and exam preparation</p>	

<p>visual connections, using formal elements, including: colour, line, form, tone and texture</p> <ul style="list-style-type: none"> • Explore the effects of using different media, materials, techniques and processes, and the ways in which they can be used in relation to students own creative intentions. • Recall and develop visual literacy when discussing work <p>Terminology:</p> <ul style="list-style-type: none"> • media • materials • techniques • processes • technologies • observation • present • proportion • accuracy • formal elements 	<ul style="list-style-type: none"> • refine their ideas as work progresses through recording, selecting, editing and presenting design outcome(s) • record their ideas, observations, insights and independent judgements, in ways that are appropriate to the 3D design title such as, drawing or photographing • use appropriate specialist vocabulary through either visual communication and written annotation • use visual language as appropriate to their own creative intentions through effective exploration of <ul style="list-style-type: none"> <input type="radio"/> media <input type="radio"/> materials <input type="radio"/> techniques <input type="radio"/> processes <input type="radio"/> technologies • use drawing skills for different needs and purposes, appropriate to the area(s) of study used. Drawing may take the form of mark-making, sketching or linear representations using appropriate media and materials • review and evaluate work and extend their vocabulary away from common phrases such as 'unique'. 	<p>10 hours – Examination – final outcome</p>
<p>Careers Links: looking at the work of designers in practice. Product designer, Surface pattern Graphic design Interior design</p>	<p>Enrichment:</p>	<p>MYPB Creativity, innovation, resilience</p>

Illustrator Web design Curator		
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