NHSG Key Stage 3 Unit Overview for Year 7 Product Design Theory Lessons



Scheme of Learning	
	The aim of our Y7 product Design theory curriculum is for students to develop their understanding of CAD/CAM, communicating designs,
	applying their knowledge of materials tools and equipment when making products.
	Subject Content:
	Alien Bookmark Project
	Knowledge and understanding of:
	CAD/CAM
	Advantages and disadvantages of using CAD/CAM
	Identify which products are produced using CAD/CAM
	Skills Set:
	Ability to communicate their ideas, by drawing in isometric and annotate to explain design ideas
Learning outcomes	Ability to work safely in practical situations and abide by health and safety rules
	• Ability to understand how wood is classified and be able to select appropriate materials when making products with regards to their
	properties
	Box Project
	Knowledge and understanding of:
	Communicating design ideas
	Isometric drawing
	Health and Safety
	Wood Classification
	Skills Set:
	Ability to communicate their ideas, by drawing in isometric and annotate to explain design ideas
	Ability to work safely in practical situations and abide by health and safety rules
	• Ability to understand how wood is classified and be able to select appropriate materials when making products with regards to their properties
	Alien Bookmark Project
	What is CAD/CAM?
Key Questions	What are the advantages and disadvantages of using CAD/CAM?
	What products are made using CAD/CAM?

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	Box Project
	How can materials be joined together?
	Which joints would be most suitable to make different shaped boxes?
	How could you calculate the dimensions for your box?
	 In what ways could the lid be secured to your box?
	How could the decoration be applied to your box?
	How to achieve a high-quality decorative finish on your box?
	How is wood classified?
	Alien Bookmark Project
	Concepts: CAD/CAM, designing and making, evaluation.
Knowledge	Skills: CAD/CAM, designing and making skills, quality control checks, evaluation
What key concepts are	Key terminology:
covered?	CAD/CAM, CAD software, cutting, engraving, annotation, evaluation, laser cutter
What key skills are	
developed?	Box Project
What key terminology is	Concepts: health and safety, wood classification, isometric drawing, evaluation.
learned (i.e. glossary)?	Skills: designing and making skills, isometric drawing, measuring, calculating dimensions
	Key terminology:
	isometric drawing, butt joint, mitre joint, comb joint, dimension, rendering, high-quality finish, wood classification, hardwood, softwood,
	manufactured board, plus names of tools and machinery
	Alien Bookmark Project
	Peer and self-marking using mark schemes:
	Alien bookmark designs
	 Final alien bookmark - considers skills gained, health and safety and working independently
Ongoing Assessment	Box Project
	Peer and self-marking using mark schemes:
	 Tools and equipment test
	 Wood classification worksheet
	 Final wooden box marked – considers gained, health and safety and working independently
Key Assessment	Alien Bookmark Project
	Teacher marked assessments:
	Bookmark Evaluation



	Box Project
	Teacher marked assessments:
	Box shape designs
	Lid designs
	Decoration designs
	 Final product marked – considers skills gained, health and safety and working independently
	End of term test – in class assessment without using notes (20 minutes)
Clear sequencing of content	In year 7 we assume that students do not have any no prior knowledge of Product Design, but are given the opportunity to stretch and
	challenge themselves where applicable.
	Students learn how to work safely in the workshop. They learn how to use materials, tools and equipment so that they are able to select the
	most appropriate and use safely when making products and how to join materials together. Students will also be able to communicate their
	ideas applying the knowledge they have gained. This SOL provides basic knowledge for Y7 to build upon in Y8 and Y9.
Links to Careers	Civil Engineer, Mechanical Engineer, Aeronautical Engineer, Robotics Engineer, Systems Engineer, Architect, Landscape Architect, Industrial
	Designer, Interior Designer, Graphic Designer, Video Game Designer
Diversity and Inclusion	Gender neutral themes given: aliens, famous works of arts
	Range of artists from different cultures and with disabilities whose work could be used as inspiration when decorating the wooden box
	PowerPoints available on subject SharePoint
Support	Structured activities to cover theory
	Revision list and tips provided for end of term test
	AfL mark schemes in booklet
	Examples of written work
	Glossary in booklet
Challenge	Challenge arises when students apply the theory covered in lessons to their practical designs. It is a challenge for students to ensure that
	their design is ambitious BUT achievable so that it can be turned into a high-quality final piece.
	Resources to support students in meeting this challenge include:
	 Technology student <u>https://www.technologystudent.com/</u>
	Art Encyclopedia http://www.artcyclopedia.com/museums/art-museums-in-the-uk.html