Year 7- Design and Technology

Topic	Rationale	Knowledge acquisition. To Knowthat (Declarative)how (Procedural)	Tasks - Notes	Key Tier 2/3 Vocabulary	Core Skills and enrichment opportunities
Design and Technology Introduction	An introduction to Design and Technology including working safely in a workshop environment. Delivering a core message that DT is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. Links to	Lesson 1: Health and Safety in D&T To know that Health and Safety in D&T is paramount. How to conduct yourself in a Workshop safely. Lesson 2: What is D&T? To know what D&T is – what does it mean to you? To know Where D&T fits into our lives. Lesson 3: What is D&T? To know that designs can be created through collaborative thinking using inspiration from the world around us.	List H&S rules Workshop walk through & discussion Baseline Homework Homework misconceptions Spider diagram Create a Slogan Design a Logo/mascot Create a Slogan Design a Logo/mascot Assessment and feedback on design task. Live marking opportunity	Workshop Risk assessment Routines Plan Design Innovate Create Develop Evaluate	Subject specific Skills. Collaborative working Analysis Generation of ideas Graphical communication Numeracy Reference to dates in product development. Literacy Key vocab, meanings and context Cultural Capital Where do products come from? Why is DT important to us in our daily lives? Links to National Curriculum Design: Use research and exploration, such as the study of different cultures, to identify and understand user needs Evaluate: Analyse the work of past and present professionals and others to develop and broaden their understanding Understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists.