

Curriculum Overview - Year 10 3D Design

Week	1	2	3	4	5	6	7	8
Unit Theme and Assessed Knowledge/ Skills	Introduction into GCSE AQA 3D course structure: 6 Rs of design – a series of skill workshops Introduction, Develop, Record					GCSE unit – Handmade products		Y10 Assessment Week Introduction into the unit
Lesson Topics Sequence & Content	What is 3D Design - Understanding the course structure. Introduction into The Design Process Introduction to recording your designs and creating a portfolio. Skill based workshops:	Skill based workshops: Understanding Design movements	Skill based workshops: Research elements of Design	Skill based workshops: Introduction into designer research/ creating a working design/ working from a design brief. Developing work and sustaining skill		Skill based workshops: Working with different materials – creating a design just using paper and board.	Skill based workshops: Working with different materials – creating a design just using paper and board. Developing design and exploring leather and hand tools.	Developing a product – Students start the product design process and think about target audience, market research, brand identity and sustainability.
Key Assessments	Baseline assessment On Sims 1-5			SIMS Practical assessment 1	<i>Student/Peer feedback</i>			Designer analysis assessment (written piece min 300 words)



Week	9	10	11	12	13	14	15	16
Unit Theme and Assessed Knowledge/ Skills	GCSE Coursework unit Handmade products					GCSE Coursework unit Exploration of materials Visit to a local Sawmill for research		
Lesson Topics Sequence & Content	Skill based workshops: Drawing – from concept to prototype	Drawing – working drawings the importance of measurement.	Students develop their final outcomes, working from and referring to their design sketches and prototypes. Managing time- the deadline is the final week of term. Students encouraged to use. School support sessions. Assessment and review			Working with wood – sustainability – exploring the properties of wood	Skill based workshops: Wood Joinery Biscuit joints	Skill based workshops: Dove tail joints
Key Assessments		On Sims Practical assessment	Self and Peer assessment using AQA assessment objective descriptors			On Sims Practical assessment	Skills and knowledge-based assessment	



Week	17	18	19	20	21	22	23	24
Unit Theme and Assessed Knowledge/ Skills	GCSE Coursework unit exploration of materials			GCSE Coursework unit exploration of materials				<i>Y10 Work Experience</i>
Lesson Topics Sequence & Content	Designers that use wood – The history of wood in design. Further exploration of different joinery techniques	Creation of a wood and wood joinery index for portfolio – to include examples of joinery techniques – Photography of work and presentation of portfolio		Looking at 3d printing and laser cutting Exploring the materials used and what materials are suitable. Exploring CAD				
Key Assessments		AQA mark scheme Assessment and review Display				Skills based assessment		



Week	25	26	27	28	29	30	31	32
Unit Theme and Assessed Knowledge/ Skills	<p>Coursework unit 2 - Mock exam preparation: Working from past exam paper (2023) Lamps and Lighting</p> <p>Visit to Montecute House for delivery of live industry brief</p>							
Lesson Topics Sequence & Content	Creation of a digital prototype	Mock paper (past paper) Research based lessons. Mind maps, mood boards, initial designers research.	Materials based experiments-	Designers research-written analysis.	Development/scamps, ideas/working drawings/concept drawings/ paper prototypes	Refinement- what does the design process look like. The thorny issue of enough- have you got the right amount of work of good quality to satisfy the assessment objectives? NO? Do more! Self-directed homework.		Prep piece and final plans.
Key Assessments	Peer and self-assessment with silent gallery	Ongoing assessment with Mock exam tracker			Ongoing assessment with Mock exam tracker			



Week	33	34	35	36	37	38	39
Unit Theme and Assessed Knowledge/ Skills	Y10 Mock Exams			Mock Exam Feedback		Expectations of Yr11	<i>Extra-curricular activities</i>
Lesson Topics Sequence & Content	Mock exam 5 hour mock over single day (depending on two-week timetable) During this time the students will make a final product			Mock Exam feedback and improvements	Reviewing and refining mock exam work – adding to the unit and acting on the feedback given.	1:1 feedback session to set Summer Homework	<i>Extra-curricular activities</i>
Key Assessments					Mock exam results		<i>Extra-curricular activities</i>