Year 13

Theory

Timing	Unit Title	Knowledge	Assessing
			Understanding
Autumn term	Technical	Materials: Performance characteristics	End of unit tests
(2 lessons	principles 2	Elastomers	
/week)		Polymer based sheet and film	
		Smart materials	
		Modern materials	
		 Composites including: GRP, CFRP, glulam, concrete and fibre cement 	
		Digital design and manufacture	
		Computer aided design	
		Computer aided manufacture	
		Virtual modelling	
		Rapid prototyping	
		Electronic data interchange	
		Production planning and control	
		Modern industrial and commercial practice	
		Scales of production	
		Efficient use of materials	
		The use of computer systems	
		Sub-assembly	
		Health and Safety	
		Safe working practice	
		Safety in products and services to the customer	
		Designing for manufacturing, maintenance, repair & disposal	1
	Design and	Critical analysis and evaluation	
	making	Selecting appropriate tools, equipment and processes	
	principles 2	Accuracy in design and manufacture	
		Responsible design	
		Environmental issues	
		Conservation of energy and resources	
		Design for manufacture and project management	
		Quality control	

Curriculum Outline 2024-25

Department: Design and Technology

		 Quality assurance Planning for accuracy and efficiency National and international standards in product design 	
Spring term 1 (1 lesson /week)	Technical principles 3	Protecting intellectual property Product lifecycle Feasibility studies Design communication	Mock exam
Summer term 1	Revision	Paper 1: Technical principles Paper 2: Designing and making principles	

Department: Design and Technology

Non-Exam Assessment (NEA)

Autumn term:	Non-exam assessment	 Students must undertake a small-scale design and make task. Students must produce a final prototype based on a context identified and explored by them. 	Assessment against AQA marking criteria
2 lessons per week		 With reference to the context, students will develop a design brief that meets the needs of a user, client or market. The brief must be of an appropriate level of complexity and contain a degree of uncertainty so that 	
Spring term 1: 3 lessons per week		 students can engage in an iterative process of designing, making, testing and evaluating. Students must produce a final practical prototype based on the design brief they have developed, along with a supporting digital design portfolio. 	
Spring term 2:			
4 lessons per week			