

Key Stage 3: 3D Design Curriculum Map 2023 - 24

Prior Learning:

At KS3 some students have embedded the following skills and knowledge

- Drawing skills
- Measuring skills
- Cutting (use of hand tools)
- Working with materials – wood
- Theory knowledge of materials / properties
- Some knowledge of one art movement.

Curriculum Intent: In **Design Technology subjects** will inspire our students of all ability and prior knowledge to have the **versatility** to learn skills for success in all four disciplines and that this will bring about the **aspiration** to use these in future education/ career choices or in everyday life (skills). Our students will become **learned** and able to discuss or physically demonstrate their new skills and knowledge, students will foster a developing **understanding** of teamwork, independence, self-belief, sustainability and future careers choices. Each subject will offer an **engaging** and nurturing curriculum for students to develop skills and experience both awe and wonder. It is hoped that everyone will show a **determination** and responsibility for their own success

SMSC – Art movements, sustainability

ORACY – discussing key words meanings, describing skills.

LITERACY/NUMERACY/IT – use of key words and terminology/measuring /research and recording ideas

Cross curricular links – Maths, science, history, DT, art

Year 8

**Autumn Term 1
7 weeks**

Module Title	Keith Haring – Phone holder		
Learning Focus	<p>Practical:</p> <ul style="list-style-type: none"> • Introducing workshop tools to make a Acrylic product • 2D Design • Strip heater / line bender <p>Theory:</p> <ul style="list-style-type: none"> • Designing skills – Technical Drawing introduction • Researching skills – Focus on Keith Haring • Production of prototypes 		
Careers Focus	Discussion about careers linked to 3D Design / Engineering – Along with possible FE routes.		
Assessment	Finished phone holder– Outcome and AO linked to research and design.		
What Secure Learning Looks Like	<p>Students have produced an Investigation which includes:</p> <ul style="list-style-type: none"> • Keith Haring Research to include 5 facts and 5 images • 10 imageMood board - details • Two Design Ideas 	<p>Students have experimented and produce</p> <ul style="list-style-type: none"> • A 2D Design • Two Sketching Designs • Demonstrate the Use of line bender 	<p>Produce a Phone holder inspired by Keith Haring but will be complete or near complete. Students can safely use a hot line bender with written instructions with near independence.</p>

