

	DESIGN TECHNOLOGY – CURRICULUM MAP	Year 7		Year 8			Year 9		GCSE	
Design	D1 - use research and exploration, such as the study of different cultures, to identify and understand user needs		Clocks	Textiles	Maze & mechanisms		Ply Box	Mini NEA	CORE	NEA
	D2 - identify and solve their own design problems and understand how to reformulate problems given to them		Clocks	Textiles	Maze & mechanisms		Ply Box	Mini NEA	CORE	NEA
	D3 - develop specifications to inform the design of innovative, functional, appealing products that respond to needs in a variety of situations		Clocks	Textiles	Maze & mechanisms		Ply Box	Mini NEA	CORE	NEA
	D4 - use a variety of approaches [for example, biomimicry and user-centred design], to generate creative ideas and avoid stereotypical responses	Blockheads	Clocks	Textiles	Maze & mechanisms		Ply Box	Mini NEA	CORE	NEA
	D5 - develop and communicate design ideas using annotated sketches, detailed plans, 3-D and mathematical modelling, oral and digital presentations and computer-based tools	Blockheads	Clocks	Textiles	Maze & mechanisms		Ply Box	Mini NEA	CORE	NEA
Make	M1 - Select from and use specialist tools, techniques, processes, equipment and machinery precisely, including computer-aided manufacture	Blockheads	Clocks	Textiles	Maze & mechanisms		Ply Box	Mini NEA	CORE	NEA
	M2 - Select from and use a wider, more complex range of materials, components and ingredients, taking into account their properties		Clocks	Textiles	Maze & mechanisms		Ply Box	Mini NEA	CORE	NEA
Evaluate	E1 – Analyse the work of past and present professionals and others to develop and broaden their understanding		Clocks	Textiles	Maze & mechanisms			Mini NEA	CORE	NEA
	E2 - Investigate new and emerging technologies					Systems			CORE	NEA
	E3 - Test, evaluate and refine their ideas and products against a specification, taking into account the views of intended users and other interested groups	Blockheads	Clocks	Textiles	Maze & mechanisms		Ply Box	Mini NEA		NEA
	E4 - Understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists		Clocks	Textiles	Maze & mechanisms	Systems		Mini NEA	CORE	NEA
Technical Knowledge	T1 - understand and use the properties of materials and the performance of structural elements to achieve functioning solutions	Blockheads	Clocks	Textiles	Maze & mechanisms		Ply Box	Mini NEA	CORE	NEA
	T2 - understand how more advanced mechanical systems used in their products enable changes in movement and force				Maze & mechanisms	Systems	Ply Box		CORE	
	T3- understand how more advanced electrical and electronic systems can be powered and used in their products [for example, circuits with heat, light, sound and movement as inputs and outputs]					Systems			CORE	
	T4 - apply computing and use electronics to embed intelligence in products that respond to inputs [for example, sensors], and control outputs [for example, actuators], using programmable components [for example, microcontrollers].					Systems			CORE	