

Year 9 Design & Technology Curriculum (Graphic Portrait, 3D Lamp and Chair Modelling)

		September				October				November				December				
Autumn		5-Sep	12-Sep	19-Sep	26-Sep	3-Oct	10-Oct	17-Oct	24-Oct	31-Oct	7-Nov	14-Nov	21-Nov	28-Nov	5-Dec	12-Dec	19-Dec	26-Dec
		1	2	3	4	5	6	7	8	9	10	11	12	13	Wk 17	Wk18		
	INSET week	ASPIRE Week	Surrealism and Identity	Using the magic wand tool on Photoshop	Using the magic wand tool on Photoshop	Gap Lesson focus on Photoshop selection skills	Applying Filters and effects - Face experimentati	Analysing the designer Maria Rivans	Half Term	Applying a background graphic	Using the filter gallery - replicating vintage ephemera	Personal Response - Digital Graphic Self Portrait	GAP -Digital Graphic Self Portrait	Personal Response - Digital Graphic Self Portrait	Presentation Skills	Mount present annotate and evaluate	Christmas	
					Assignment 1 - Magic Wand Tool		Assignment 2 - Brightness, Contrast and exposure	Departmental Assessment		Review Week			Assignment 3 - Completed Digital Graphic Portrait		Vocabulary Assessment			
Spring		January				February			March				April					
		2-Jan	9-Jan	16-Jan	23-Jan	30-Jan	6-Feb	13-Feb	20-Feb	27-Feb	6-Mar	13-Mar	20-Mar	27-Mar	4-Apr	11-Apr		
		1	2	3	4	5	6	7	8	9	10	11						
	ASPIRE/ BOOTCAM P	Product Analysis	Ergonomics and Anthropometrics	Cutting Shaping the lamp fixed section - revisiting saws and cutting skills	Cutting Shaping and Filing techniques	Gap lesson focus on providing cutting and filing feedback	Half Term	Shaping the base and drilling	Fixings (screws, nails, nut & bolts and knock-down fittings)	Recycling and reused shades	Levers and mechanisms	Finishing Skills and assembly	Final completion and assembly	Easter				
						Assignment 1 - Cutting and Filing	Review Week	Assignment 2 - Drilling and fixing accuracy				Assignment 3 - Completed Lamp	Vocabulary Assessment					
Summer		April		May			June			July								
		17-Apr	24-Apr	1-May	8-May	15-May	22-May	29-May	5-Jun	12-Jun	19-Jun	26-Jun	3-Jul	10-Jul	17-Jul	25-Jul		
		1	2	3	4	5	6		7	8	9	10	11					
	Investigating the work of Charles Rennie Mackintosh	Traditional Design and the Arts & Craft Movement	Drawing Techniques - Isometric, Oblique and Perspectives	Drawing Techniques - Isometric using computers	Drawing Techniques - Orthographic Projection	Modelling and prototypes	Half Term	Designing using 3D Builder - accurate 3D Models	Designing using 3D Builder - accurate 3D Models	CAD/CAM - Finalising design and Laser Cutter	CAM - Using the laser cutter	Assemble and Evaluation	Project Week	Project Week	End of Year			
						Assignment 1 - Orthographic Projection		Assignment 2 - 3D Builder Work		Department Assessment		Assignment 3 - Completed Mackintosh inspired 3D Chair						