



QPHS Year 9 Design Technology Curriculum Map

Students in Design Technology rotate across 3 projects throughout the year

Rotation	Title	Unit summary	Assessment
1	Design Technology Textiles Mechanical Creatures	Students will analyse the designer Vladimir Gvodev's mechanical formed creatures, to develop designs for a functional bag for life. Students will learn how to use a range of practical skills in designing, printing and hand stitching to create the final product	<p>Work is assessed holistically and will evidence students ability to:</p> <p>Design that meets a specification brief and shows Gvodev's design influence.</p> <p>Make a hand printed and stitched Tote bag for Life using a range of practical skills and finishing techniques.</p> <p>Evaluate their own work.</p>
2	Design Technology Resistant Materials	<p>Students will design and make a maze game. Students will learn how to create a mould and safely use the vacuum forming machine.</p> <p>Students will learn how to use graphic design skills to create and construct original packaging which appeals to their chosen target market.</p>	<p>Work is assessed holistically and will evidence students ability to:</p> <p>Design that meets a specification brief and takes inspiration from traditional or contemporary maze design.</p> <p>Make a vacuum formed maze game around a handmade mould, and suitable packaging featuring original graphic design.</p> <p>Evaluate their own work.</p>
3	Food Technology Nutrition	Students will develop skills to make a range of healthy meals. They will consider nutrition and special dietary requirements.	<p>Work is assessed holistically and will evidence students ability to:</p> <p>Show Knowledge of the eat well guide and nutrition.</p> <p>Apply knowledge by planning and adapting recipes to complete practical tasks .</p> <p>Evaluate their own work</p>