

Year	Intent/Rationale	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Group							
	When pupils arrive at High Point Academy it is important that pupils have a clear understanding of potential risks and hazards in the workshop. Pupils will initially identify risks and hazards by completing a group activity. Pupils will then spend a session familiarizing themselves with aprons, gloves, and safety googles/glasses. Pupils will be introduced to their class table toolbox. Key tools will need to be identified and their functions discussed. At this point pupils will be encouraged to put things away correctly. Pupils will then undertake an enterprise-based topic, where Christmas decorations will be made to sell at the Christmas Fair. The intent during Year 7 is to provide opportunities for pupils to engage in activities that enable them to use and develop key fundamental	Health and Safety Workshop Tool skills competency (1) (Safety and Skills focus) Pupils will understand Risks and Hazards. Be able to identify a range of PPE and know their uses. Pupils will participate in weekly skill- based activities to evidence competency with basic skills such as measuring, cutting (Junior Hacksaw, Tenon), sanding, nailing, drilling a hole into wood and fixing with wood glue. (All skill-based	Tree cookie Christmas characters (Enterprise/Mass production focus) Pupils will create characters for hanging Christmas decorations, using tree cookies. Pupils will research, plan, make then decorate their designs. Pupils will focus on 'mass production' and 'teamwork' to ensure we have stock ready for our High Point Christmas Fayre.	Toys from the Past (Research and make) Pupils will look at a range of simple toys, both old and new and look at how they can be identified and sorted. Pupils will then watch teacher-led demonstrations and practice making skills whilst fabricating a simple toy.	Hide and Seek (Structures and strengthening) In this unit, children learn about structures by designing and making a model of a bird hide. They learn that structures can fail when loaded, and the use of techniques for reinforcing and strengthening structures. They are shown the strength of tubes as a construction material and textiles as a suitable cover for a framework.	Into the deep (Teamwork and combining materials) Pupils will research into what is needed for a healthy fish tank. Pupils will then design and make a fish tank as part of a group activity. Final fish tanks will then be evaluated. During this unit pupils will be introduced to acrylics. Pupils learn how to cut and shape plastics as they make their aquatic sea life shapes.	Let's Sail Away (Buoyancy, movement and waterproofing) Pupils will investigate different types of boats through the ages, looking at images or video clips, they will then look at different material types to see what will make a good boat. Pupils will then design their own individual boats and make one for testing and evaluation.
	Christmas decorations will be made to sell at the Christmas Fair. The intent during Year 7 is to provide opportunities for pupils to engage in activities that enable them to use and	Hacksaw, Tenon), sanding, nailing, drilling a hole into wood and fixing with wood glue.	our High Point		suitable cover for		for testing and





	encounter as a young adult. In addition to this, pupils will experience using the workshop Pillar drill. Key skills will be recorded using evidence sheets, which will be recorded in both classwork books and competency folders. Pupils will be encouraged to work both independently and as a team during Year 7. The concept of 'FLUMPS' will also be embedded during their first year in the Design and Technology workshop.						
Year 8	In Year 8, pupils will initially receive a reinforced reminder of potential dangers in the workshop, and what to do (or not to do) and wear to avoid injury. Pupils in Year 8 will move onto the next stage of competency. Key skills will be enhanced, and pupils will start to experience additional skills which will involve the introduction of some RYOBI cordless power tools. Pupils in Year 8 will contribute to the school Christmas fair by producing 'stacked snowmen' which builds on their experiences from Year 7. Pupils will then encounter 4 projects, where they will be encouraged to consider and	Health and Safety Recap Workshop Tool skill competency (2) (Safety and Skills focus) Pupils will participate in weekly skill- based activities to evidence competency with skills such as measuring, cutting (Coping), sanding, drilling (Ryobi Cordless) and fixings with panel pins, glue, and screw.	Santa's Stacking Snowmen (Enterprise Focus/Mass production) Pupils will create Snowmen characters using 'stacked' tree cookies. Pupils will research, plan, make then decorate their designs. Pupils will focus on 'mass production' and 'teamwork' to ensure we have stock ready for our High Point Christmas Fayre.	l'm a Superhero! (Simple movements) Pupils will investigate the different parts that make up a marionette puppet. Discuss what they believe makes a superhero. Classify a range of toys, puppet and not puppet. Design and make a simple puppet and evaluate the final product.	l'm an Olympian! (Shaping and Pyrography) To look at the Olympics old and new. Different sports that have been included throughout the history of the Olympics. Look at Paralympics and inclusion. Produce an initial design for their chosen sporting event. Decide on a medal shape, mark and cut out. Pyrography to be introduced and	Critter house creations Combine and re purpose materials to support nature) Pupils will investigate helpful and unhelpful insects that are found on the school grounds. Pupils will then analyse a range of existing bug houses to gain inspiration from those that they would like to design, make and evaluate.	3,2,1 Blast off! (Aerodynamics and simple forces) Pupils will look at the evolution of space travel and sequence the main stages. Pupils will then design their own space rocket and make a model using straws and card etc. Pupils will consider aero dynamics and simple forces. Pupils will then test and





	follow the 'FLUMPS' stages. Pupils will start to investigate movement, forces and sustainability whilst experiencing the skills of Pyrography.	Pupils will also be introduced to the fire writer (Pyrography) in preparation for 'I'm an Olympian' unit. (All skill-based activities will be evidenced in class DT Competency skill folders)			used to apply design / decoration where appropriate. Evaluation of the finished product.		evaluate their models.
Year	At the start of Year 9, pupils will receive an updated health and safety recap. Pupils will reflect on current practices, and how to ensure potential risks are managed safely. Pupils will continue with their skill competences and be introduced to additional cordless tools from the Ryobi ONE+ range. Pupils in Year 9 will contribute to the school Christmas fair by producing Christmas trees of varying difficulty. This will build on their experiences from Year 8. Pupils will explore reciprocating movement, create a simple musical instrument, build on their work on sustainability and continue to explore their transport theme (Boat (7), Rocket (8), Car (9)).	Health and Safety Recap Workshop Tool skill competency (3) (Safety and Skills focus) Jack saw Ryobi ONE+ Multi-Tool 18V Ryobi ONE+ Palm Sander 18V Ryobi ONE+ Random Orbit Sander 18V Ryobi ONE+ Rotary Tool Station 18V (All skill-based activities will be evidenced in class DT Competency skill folders)	'O Christmas tree, o Christmas tree' (Enterprise/Mass production focus) Pupils will create Christmas trees using vertical stacked 'staggered' pieces of wood. Pupils will research, plan, make then decorate their designs. Pupils will focus on 'mass production' and 'teamwork' to	The Joy of movement (Reciprocating movement) Pupils will explore simple CAM mechanisms and design a 1 or 2 CAM functioning toy. Pupils will continue to develop their designing, making, and evaluating skills. Accurate measuring, marking out, cutting and the drilling of holes will be required. Pupils will learn about specific terminology, such	Let's make Music! (Combining materials to make sound) Pupils will investigate different materials used to make musical instruments in different parts of the world. Pupils will then design and make their own simple musical instrument. Pupils will then compare and evaluate their final product.	Garden Gnomes and Tree top Fairies Using metals/combining materials/re purposing materials Pupils will investigate a range of existing garden ornaments and analyse them in terms of their aesthetics and functionality. Pupils will also investigate materials that can be reused or recycled. Pupils will then design, make, and evaluate their	Fast and the Furious (Wheels and axles) Pupils will investigate a range of transport types and key component parts of a car. Pupils will then design their own car based on a specific set of criteria. This information will then be used to help them design their own car which will be tested at the end of the unit. Pupils will then make and



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FLUMPS should now be	ensure we	as CAM, follower,	finished garden	evaluate their
embedded into pupils work	have stock	crank, shaft.	ornament.	finished product.
across all projects.	ready for our			
	High Point			
	Christmas			
	Fayre.			

By the end of Year 9 pupils will have developed a good understanding of health and safety rules and procedures in the workshop. Pupils will understand fundamental workshop skills such as measuring, marking, cutting a joining. Fundamental skills will be reinforced and repeated throughout KS3, and pupils will progress to using handheld RYOBI power tools. Life skills and work-related learning will be an overarching focus, ensuring that we are preparing our pupils for life beyond High Point Academy.

	Year	Intent/Rationale	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Group							
ſ	Year	2023 – 2024						
l	11	Pupils in Years 11 Design and	WJEC Entry Level	WJEC Entry Level	WJEC Entry Level	WJEC Entry Level		
l		Technology will complete					My school, my	<mark>community community commu</mark>
l		WJEC Pathways at Entry 2/3,	Working	Designing and	<mark>Making a</mark>	Working as part		
		in:	towards Goals	Modelling	Product	of a group	This unit will be use	ed to consolidate
		 Creative, Media and 	6111/E2	6220/E2	6221/E2	6110/E2	and demonstrate le	earning from the
		Performance Arts	6111/E3	6220/E3	6221/E3	6110/E3	year. Pupils will us	se their practical
		(Design and					knowledge and ur	0
l		Technology and	Entry 2 / Entry 3	Entry 2 / Entry 3	Entry 2 / Entry 3	Entry 2 / Entry 3	create something t	
		3,					school con	nmunity.
l		Preparing for	Credit value 2	Credit value 4	Credit value 4	Credit value 2		
l		Adulthood focus)					*Pupils in Year 11 w	
l		Dunile will leave and develop	This unit aims to	This unit aims to	This unit aims to	This unit aims to	study leave durir	ng this period.
l		Pupils will learn and develop	enable learners	help learners to	help learners to	enable learners		
l		Design and Technology skills	working at Entry	acquire the	acquire the	to become an	All Entry level qual	
l		to help them prepare for life	3 to understand	knowledge and	knowledge and	active contributor	have now been asse	
l		beyond High Point Academy.	how to identify	skills to	skills to make a	when working	and cad	ched.
		There is a strong intent to			product of their	with others on		
		ensure pupils develop key			own choosing.	group activities		





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practical skills and be able to	and work towards	design and model	and to be able to	
deal with problems they may	goals	a product of their	review their own	
face in everyday life	appropriately.	own choosing.	progress and	
(Preparing for Adulthood).			skills	
Pupils will initially be working			development.	
towards goals, learning new				
skills such as measuring,		WJEC Entry Le	evel	
sawing, hammering, sanding,				
joining and drilling. Pupils will		Health and Sa	itety	
learn to identify key tools and		6223/E3		
equipment and learn to		-		
correctly associate these with		Entry 3		
certain tasks.		0		
Pupils will then design and		Credit value	9.3	
model a product of their own	This unit sime to b	ala la arnara ta analy Llask	th and Cafaty working proofices in	
choosing and then make it.			th and Safety working practices in	
As part of their preparation for	tn	e context of Design and T	echnology work.	
adult life, pupils will be				
working as part of a group to				
participate in group-based				
tasks to help them prepare for				
life at college and beyond.				
Pupils will finish the year by				
incorporating their knowledge				
skills and understanding by creating something for their				
school/local community.				
Products such as bird boxes.				
assembling a bench, bug				
houses, erecting a small fence				
are all possibilities.				
Health and Safety will be a				
continued focus throughout				
the year. This will be officially				
recorded in unit 6223 (Health				
and Safety).				
and Carcty).				



Ambitious aspirations,
Challenging the impossible,
Encouraging independence for all!

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There will be a total of **15** credits available for this scheme of learning.

Award (8 or more credits): at least 5 credits must come from units at or above the level of the qualification.

Certificate (13 or more credits): at least 7 credits must come from units at or above the level of the qualification.

Diploma (37 or more credits): at least 19 credits must come from units at or above the level of the qualification.

By the end of KS4 pupils will have developed an excellent understanding of health and safety rules and procedures in the workshop. Pupils will understand fundamental workshop skills such as measuring, marking, cutting a joining. Fundamental skills will be reinforced and repeated throughout KS4, and pupils will progress to using handheld RYOBI power tools. Life skills and work-related learning will be an overarching focus, ensuring that we are preparing our pupils for life beyond High Point Academy.

Pupils will be working towards an Entry 3 Level in Creative, Media and Performance Arts. Both Design and Technology and Art and Design will contribute to a pupils Year 11 final credit total.

If all units are completed across the two-year cycle, then a pupil is able to achieve a Diploma in Creative Media and Performance Arts (37 Credits are available). This outcome will only be achieved if a pupil attends and engages in all of their lessons over the two years. For pupils who cannot sustain this outcome, they will still be able to achieve an Entry 3 Level in Creative, Media and Performance Arts at either Certificate or Award level.

