

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





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





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Developer / Connector

	follow the ' <i>FLUMPS</i> ' 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 9	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



HIGH POINT ACADEMY

	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.				
B	y the end of Year 9 pupils will hav	e developed a good ι	Inderstanding of hea	Ith and safety rules a	nd procedures in the	workshop. Pupils will	understand
funda	mental workshop skills such as r	neasuring, marking, (cutting a joining. Fun	damental skills will b	be reinforced and rep	eated throughout KS3	, and pupils will
progres	ss to using handheld RYOBI powe	er tools. Life skills an			hing focus, ensuring	that we are preparing	our pupils for life
		- · · · · · · · · · · · · · · · · · · ·	beyond High Po		.		
Year	Intent/Rationale	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Group							
Year	2023 – 2024						
11	Pupils in Years 11 Design and	WJEC Entry Level	WJEC Entry Level	WJEC Entry Level	WJEC Entry Level	Mu a ale a ale mu	
	Technology will complete	Working	Designing and	Making a	Working as part	<mark>My school, my</mark>	community
	WJEC Pathways at Entry 2/3,	towards Goals	Modelling	Product	of a group	This unit will be use	d to concolidate
	in:	6111/E2	6220/E2	6221/E2	6110/E2	and demonstrate le	
	Creative, Media and	6111/E3	6220/E2	6221/E3	6110/E3	year. Pupils will us	
	Performance Arts	0111/23	0220/23	0221/23	0110/23	knowledge and ur	
	(Design and	Entry 2 / Entry 3	Entry 2 / Entry 3	Entry 2 / Entry 3	Entry 2 / Entry 3	create something t	
	Technology and				, _ ,, o	school con	
	Preparing for	Credit value 2	Credit value 4	Credit value 4	Credit value 2		in tanty.
	Adulthood focus)					*Pupils in Year 11 w	vill be undertaking
		This unit aims to	This unit aims to	This unit aims to	This unit aims to		
	Pupils will learn and develop	enable learners	help learners to	help learners to	enable learners	,, ,	5
	Design and Technology skills	working at Entry	acquire the	acquire the	to become an	All Entry level qual	ifications should
	to help them prepare for life	3 to understand	knowledge and	knowledge and	active contributor	have now been ass	
	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	/ Level	
sawing, hammering, sanding,				
joining and drilling. Pupils will		Health and		
learn to identify key tools and		6223/E	3	
equipment and learn to				
correctly associate these with		Entry	3	
certain tasks.				
Pupils will then design and		Credit va	lue 3	
model a product of their own				
choosing and then make it.			ealth and Safety working practices in	
As part of their preparation for	th	e context of Design an	d Technology 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).				





	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 rogress 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.

