



**Technology is an inspiring, rigorous and practical subject, it encourages students to learn and to think creatively to solve problems both as individuals and as members of a team. Students are encouraged to use their creativity and imagination, to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values.**

Intent

Implementation

Impact

	Year 7	Year 8	Year 9	Year 10	Year 11
Knowledge	<p><b>Graphic Design</b>  <i>An introduction to Graphic Design   Signage and Branding   Typography – Serif and Sans Serif   Initial Design Ideas   Road Sign Designs   Logo Design   Colour Theory   Advertisement</i></p> <p><b>Textiles</b>  <b>Apron Project</b>            Task Analysis   Product Analysis   Design Ideas   Motif design ideas   Sustainable Textiles  <i>Straight Stitch Sample   Multiple line sample   Straight stitch hand embroidery sample   Back stitch sample   Chain stitch sample   Transfer print   Applying a pocket</i></p>	<p><b>Graphic Design</b>            Elements of Design   Principles of Design   Colour Theory   Classical Literature Redesigned   Book Analysis   Anatomy of Typeface   Typography – Serif, Sans Serif, Decorative and Script   Initial Designs   CAD Designs</p> <p><b>Textiles</b>  <b>Cushion Cover Project</b>            Task Analysis   Design Ideas   Textiles Evaluation  <i>Straight Stitch Sample   Multiple line sample   Applique sample   Construction of cushion cover   Inserting a zip</i></p>	<p><b>Graphic Design</b>            Components of Design   Pre-production Documents   Colour Theory   Poster Conventions   Poster Analysis   Anatomy of Typeface   Typography – Serif, Sans Serif, Decorative and Script   Initial Designs   CAD Designs   Prototypes</p>	<p><b>Creative iMedia</b>            Visual Identity, Graphic Design, Resources, Layout Conventions, Properties of Digital Graphics.</p> <p>Interactive Digital Media            Resources, Features of Interactive Digital Media, Conventions of Digital Media.</p>	<p><b>Creative iMedia</b>            Creative iMedia in the Media Industry</p>
Recurring skills/themes	<p><b>Graphic Design</b>            Typography   Designer Influences   Colour Theory   Design Elements   Initial Designs   Peer Feedback   Design Trends   Design and Make</p> <p><b>Textiles</b>            Health &amp; Safety in Textiles   Colouring Fabrics   Surface Embellishment   Fabric Manipulation   Joining Fabrics   Applying Fastenings and Components   Decorative and Functional Edge Finishes   Sleeve Setting   Collars   Combining Materials   Using a Pattern or Template   Pockets   Teamwork Production</p>			<p><b>Creative iMedia</b>            Graphic Design   Interactive Multimedia</p>	
Personal Development	<p><b>Graphic Design:</b> Cultural Influences   Design Trends   Photoshop Skill</p>			<p>Computing Laws and Ethics   Digital Divide</p>	
Assessment	<p>2 assessments during the project. 1 theory assessment and 1 practical assessment based around their design work.  <b>Textiles:</b> Confidence of using the sewing machines   Sustainability</p>			<p>Coursework units are assessed using the given assessment sheets from the exam board and take place every three lessons.            Theory units are assessed using a three lesson cycle to track progress and ensure constant revisions.</p>	

Pupils will develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological and practical world.

Pupils will build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality products. Pupils will be able to evaluate others work and critique, evaluate and test their ideas and products.