

## Y9 3D Design

	Spring 1	Spring 2	Summer 1	Summer 2
Topics	<p><b>'Tribal Design Clocks'</b></p> <p><b>AO3- Record ideas</b>, collect information based on the starting point/theme using visuals (supported by some annotation)</p> <ul style="list-style-type: none"> <li>Visual Mind-mapping</li> <li>Observational Drawing skills</li> </ul> <p><b>AO1- Develop</b> ideas through cultural and critical understanding</p> <ul style="list-style-type: none"> <li>Study into Tribal Designs</li> </ul>	<p><b>'Tribal Design Clocks'</b></p> <p><b>AO1- Develop</b> ideas through cultural and critical understanding</p> <ul style="list-style-type: none"> <li>Creating their own tribal designs based on their observational drawings</li> </ul> <p><b>AO2- Refine</b> ideas through developing and experimenting with a range of media, materials, techniques and processes</p> <ul style="list-style-type: none"> <li>CAD/CAM</li> <li>Designing to meet a specification</li> <li>Modelling ideas</li> </ul>	<p><b>'Tribal Design Clocks'</b></p> <p><b>AO2- Refine</b> ideas through developing and experimenting with a range of media, materials, techniques and processes</p> <ul style="list-style-type: none"> <li>CAD/CAM</li> <li>Final Design</li> <li>Trialling techniques and materials</li> </ul>	<p><b>'Tribal Design Clocks'</b></p> <p><b>AO4- Present</b> a response by producing a body of work (project) that clearly shows ideas towards a final product. Influence of an artist/ designer should be seen in final piece and throughout the portfolio (FINAL PRODUCT)</p> <ul style="list-style-type: none"> <li>CAD for Final product</li> <li>Output any outcomes requiring CAM</li> <li>Prepare materials</li> <li>Construct final piece</li> </ul>
Assessment	<p>Final Outcomes and Book work</p> <p>Knowledge Checks</p> <p>End of Unit Assessment</p>	<p>Final Outcomes and Book work</p> <p>Knowledge Checks</p> <p>End of Unit Assessment</p>	<p>Final Outcomes and book work</p> <p>Knowledge checks</p> <p>End of Unit Assessment</p>	<p>Final Outcomes and book work</p> <p>Knowledge Checks</p> <p>End of year Exam</p>
Arts Mark	<p>Observational drawing</p> <p>Cultural influence</p> <p>Tribal pattern</p>	<p>Design Development</p>	<p>CAD/CAM</p>	<p>Artists and designers</p>
Building on prior learning		<p>CAD skills</p> <p>Hand Skills</p> <p>Extracting patterns</p> <p>Isometric drawing skills</p>		

<b>Enrichment within the Curriculum</b>	<b>D&amp;T Ambassadors</b>
<b>Extracurricular opportunities</b>	D&T Ambassadors STEM Competitions Young Designer
<b>Positive impacting on personal development (SMSC)</b>	Upskilling Workshops
<b>Preparing for the next stage of education</b>	SMSC: Recycling, sustainability Building higher level practical skills. Promoting independence during practical lessons
<b>Ways to support your child's learning</b>	Key skills learned will be built on in Year 10 Remaining course content will be covered in Year 10.
Visits and trips Websites / books / papers / magazines TV/Films Blogs/ podcasts	Download SketchUp Make (free CAD download for students). Continue to develop design skills at home. Encourage independent research and revision