



Unit 5 :
Theory:
people,
culture,
societies,
sustainability

Examination Revision- past papers, re-visit topics already covered

NEA section F, Analysing and evaluating

NEA section E, Producing the final product and testing against the specification

NEA section C, Generating design ideas

NEA section D, Creating prototypes in card, wood and plastics

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GCSE NEA Project

NEA section A, identifying and investigating design possibilities

NEA section B, producing a design brief and specification

Practical: Electronic Fan Project

Unit 4 : modern materials, smart materials, composites

Unit 3: Theory: Textiles, electronics



Unit 2 : Theory: plastics, polymers, metals, papers and boards

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Practical: Bird House Project

Practical: Produce a bird house from a length of pine, measure, cut, join and construct for a bird of their choice.

Unit 1 : Theory: energy sources and storage & timbers



Timbers Project

Rotation 1 to 4 is an introduction to fair trade and ethical production, deforestation, types of timbers, carbon footprint, polymers and melting points. Improving your core drawing skills. Learning about different production methods like cutting with a fret saw, coping saw and vacuum

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Textiles Project

Rotation 1 to 4 is an introduction to textiles, scales of production and fair working conditions. The skills you will learn are: Photoshop, heat press transfer technique, applique and stitching

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Paper & Boards

Rotation 1 to 4 is an introduction to technical drawing in design Year 7, will be learning about paper and boards, paper production, technical drawing, architectural drawing, types of motion and linkages. The skills you will learn are shading, rendering, isometric drawing and Google Sketch Up.

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Problem solving
Creative Thinking
Investigation
Research
Communication
Develop
Present Ideas
Refine Teamwork



CF = Careers Focus: problem solving, creative thinking, investigation, research, communication and teamwork skills, and gain the ability to develop, refine and present ideas. Apply these skills to product design, graphics, textiles, engineering, carpentry.

