

KS4 CURRICULUM: RESISTANT MATERIALS (YEAR 11)

Overview

In Resistant Materials you will learn about:

- Core design and technology principles with some emphasis on maths and science skills
- In-depth knowledge of how different materials and manufacturing processes are used to design and make products

	Focus / Topic	Knowledge & Skills	Assessment
Autumn 1	Contextual challenge: Design Thinking	<ul style="list-style-type: none"> • Specification • Initial Ideas • Review of initial ideas • Review of Online Learning Summer Term 2020 • Develop an experienced understanding of an iterative design process and the relevance of these to industry practice • Develop realistic design proposals as a result of the exploration of design opportunities and users' (and stakeholders) needs, wants and values 	<ul style="list-style-type: none"> • Maths formative assessment homework on Google classroom <p>NEA Deadline: Explore (AO1) 1.1 to 1.6 Create DT (A02) 2.1 2/10/23</p>
Autumn 2	Contextual challenge: Design Thinking	<ul style="list-style-type: none"> • Development of design ideas into a chosen design • Develop realistic design proposals as a result of the exploration of design opportunities and users' (and stakeholders) needs, wants and values • Communication of design ideas • Communicate their design ideas and decisions using different media and techniques, as appropriate for different audiences at key points in their designing • Review of chosen design • Design Proposal • New and Emerging Technologies (Cont.) 	<ul style="list-style-type: none"> • Maths formative assessment homework on Google classroom <p>NEA Deadline: Create DT (A02) 2.2 to 2.4 Create DC (A03) 3.1 to 3.4 15/12/23</p>

Spring 1	Contextual challenge: Create	<p>Manufacture</p> <ul style="list-style-type: none"> • Develop decision making skills, including the planning and organisation of time and resources when managing their own project work • Develop a broad knowledge of materials, components and technologies and practical skills to develop high quality, imaginative and functional prototypes • Selection of materials • Skills and processes • Quality control and quality assurance 	<ul style="list-style-type: none"> • Maths formative assessment test on Google classroom <p>NEA Deadline Create FP (A04) 4.1 to 4.5 9/2/24</p>
Spring 2	Contextual challenge Evaluate	<p>Testing and Evaluation</p> <ul style="list-style-type: none"> • Develop the skills to critique and refine their own ideas whilst designing and making • become independent and critical thinkers who can adapt their technical knowledge and understanding to different design situations 	<ul style="list-style-type: none"> • Maths formative assessment homework on Google classroom <p>NEA Deadline Evaluate (A05) 5.1 to 5.4 1/3/24 Responding to feedback and final submission 2 weeks later 15/3/24</p>
Summer 1	Exam	<p>Revision techniques</p> <ul style="list-style-type: none"> • Use key Design and Technology terminology including those related to: designing, innovation and communication; materials and technologies; making, manufacture and production; critiquing, values and ethics 	
Summer 2	Study leave	Revision techniques	<ul style="list-style-type: none"> • Final GCSE Exam (May/June 2024)

Further Information

- Design and Technology - Component 1: Written paper (100 Marks - 2 Hours) (50% of GCSE 9-1)
- Iterative Design Challenge - Component 2: Non-exam Assessment (100 Marks - Approx. 40 hours) (50% of GCSE 9-1)