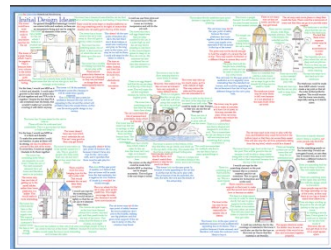


# DESIGN & TECHNOLOGY KS5: Year 12



**NEA**

- Relevant research
- Useful measurements
- Stakeholder requirements
- Design specification
- Initial design ideas

M6 Coordinates and geometry

**SUMMER 3:2**



**NEA**

- Exploring and analysing possible contexts
- Chosen context and possible opportunities
- Design brief
- User/Stakeholder needs
- Existing products

M5 – Use and analysis of data, charts and graphs

**SUMMER 3:1**

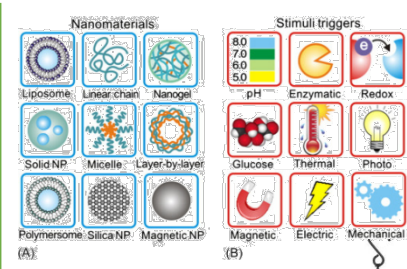
**KNOWLEDGE**

5.1 – 5.3 Smart & modern materials  
 7.1 – 7.5 Fabrics and paper & boards  
 4.3 Design thinking  
 8.1 – 8.3 Viability of design solutions  
 9.1 – 9.2 Health & safety

**SKILLS**

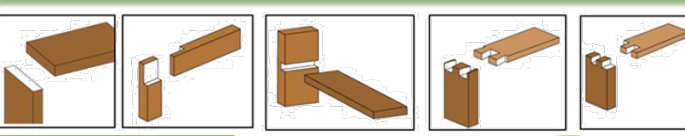
USB lamp project

Combined materials – concrete, electronics, smart materials, fixings and fastenings



M4 – Use of trigonometry

**SPRING 2:2**



**KNOWLEDGE**

5.1 – 5.3 Timbers  
 7.1 – 7.5 Manufacturing timbers  
 3.3 Factors for manufacturing  
 3.4 – 3.5 Distribution and energy sources  
 4.1 2D & 3D sketching  
 4.2 Digital design tools

**SKILLS**

Engraved keepsake box

Timbers – joints, wood turning, laser engraving, staining, varnishing

**SPRING 2:1**

**KNOWLEDGE**

5.1 – 5.3 Metals  
 7.1 – 7.5 Manufacturing metals  
 2.3 Past & present designers  
 2.4 Lifecycles  
 3.1 Moral & commercial factors  
 3.2 Developing for manufacture

**SKILLS**

Wind chime and dice project

Metals – pewter casting, turning, polishing



M2 – Ratios and percentages

M3 – Calculating surface areas and volumes

**AUTUMN 1:1**

**KNOWLEDGE**

5.1 – 5.3 Polymers  
 7.1 – 7.5 Manufacturing polymers  
 1.1 - 1.2 Contexts & stakeholders  
 1.3 Usability  
 2.1 0 2.2 Analyse products & technical advancements

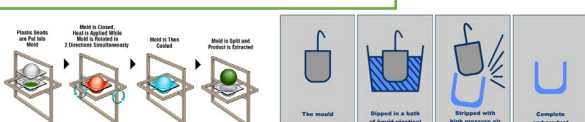
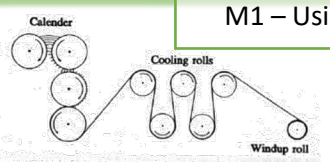
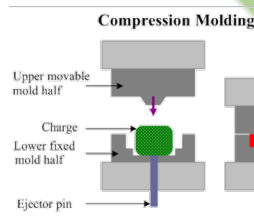
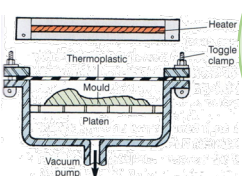
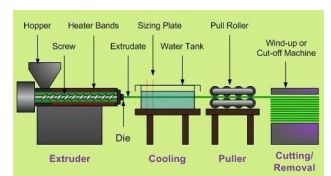
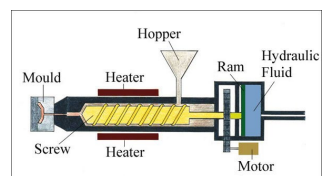
**SKILLS**

3 week induction project: Peeler

Polymers – Injection moulding, vacuum forming, line bending, oven forming, laser cutting, 3D printing



M1 – Using numbers and percentages



# OUR LEARNING JOURNEY

In year 12, you will expand your knowledge and understanding of all the material areas of Design Technology including timbers, metals, polymers, fabrics, papers & boards, as well as developing your design thinking.