

Curriculum Map	Subject	Design Technology	Year	9
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Unit	Summary	Skills	Assessment	British Values and SMSC	Career links	Cross-curricular links
Product Design: Tea Light	Students will learn how the design of one product can alter the effect of a room's interior. They will design and make a tea light holder.	Research skills, Designing skills, 2 Point perspective drawing, 3D CAD skills, Hand finishing skills, Laser cutter Evaluating skills,	Design and make a tea light holder for a given target market.	Rule of Law - need to follow workshop H&S rules	Lighting Designer	Art – drawings, use of colours and light to change a room's atmosphere
Graphic Design: Animal Enclosures	Students will learn to design for animals by considering the ergonomics of them and the welfare of a specific species.	Research skills, Designing skills, Orthographic drawing, 3D CAD skills, Model making skills, Evaluating skills,	Design and make a model of an animal enclosure for a chosen animal in a given area of a zoo for renovation.	Moral – considering and designing for the welfare of animals	Zoo Habitat Designer	Maths – working to a scale Science – animal welfare
Systems & Control: Knight Rider	Exploring technology that a few years ago was only seen in movies or was considered science fiction. How close are some of these features nearing reality today and why? Focusing on computerised cars this helps students understand the role of electronics and new technologies in developing products that we use every day.	Technological knowledge of electronic systems and how they influence society	Designing a computerised vehicle system	Social – understanding how technology has changed of the years and influenced our society.	Automotive Engineer	Science - Electronics