

# SUBJECT:PRODUCT DESIGN



## KS4 CURRICULUM PLAN 2021-22

YEAR 10	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
<b>TOPIC</b>	<i>Natural Forms</i>	<i>Natural Forms</i>	<i>Natural Forms</i>	<i>Natural Forms</i>	<i>Trophy</i>	<i>Trophy</i>
<b>Knowledge</b>	Make recorded observations of key imagery associated with the theme to create detailed moodboards. Gain an understanding of colour, design, imagery and techniques relevant to three-dimensional design.	Select appropriate artists and designers whose work relates to chosen theme. Explore the construction methods through analysis and practical experiments, making contextual links to help develop own ideas.	Referencing mood boards and designers research the process of experimentation and techniques will be explored using wood, metal, plastic etc. Identify success and refine ideas through model making and written evaluations.	Focus on developing design ideas for a final outcome based on research boards and practical experiments. Identify suitable key features and successes to include when refining a final idea.	Make recorded observations of key imagery associated with the theme to create detailed moodboards. Gain an understanding of colour, design, imagery and techniques relevant to three-dimensional design.	Select appropriate artists and designers whose work relates to chosen theme. Explore the construction methods through analysis and practical experiments, making contextual links to help develop own ideas.
<b>Skills</b>	Record ideas, observations, insights using a range of media and techniques including drawing, functional and aesthetic products presentation, photography and written analysis developing use of subject specific vocabulary.	Present information creatively on a research moodboard. Develop a focused and deep understanding of designer and artistic styles by experimenting with techniques and methods used, and forming personal evaluative opinions. Explore modelling and construction used by the designers.	Through a series of workshops specific three-dimensional making skills and mixed media techniques will be explored, developed and refined. Technical skills will be covered including use of the wood and metal tools/machines. Techniques will be combined to create developed personal intention.	Ensuring a personal response that utilises skills and clearly develops on from research and experiments. Ongoing refinement and evaluation of final outcome to ensure intentions are realised.	Record ideas, observations, insights using a range of media and techniques including drawing, functional and aesthetic products presentation, photography and written analysis developing use of subject specific vocabulary.	Present information creatively on a research moodboard. Develop a focused and deep understanding of designer and artistic styles by experimenting with techniques and methods used, and forming personal evaluative opinions. Explore modelling and construction used by the designers.
<b>Key Vocab</b>	OBSERVATION, FORMAL ELEMENTS, EXPLORE, PRIMARY SOURCE	INVESTIGATE, PRESENTATION	MIXED MEDIA EXPERIMENTS, DEVELOPMENT, REFINEMENT	CRITICAL REFLECTION	OBSERVATION, FORMAL ELEMENTS, EXPLORE, PRIMARY SOURCE	OBSERVATIONS, RECORDING
YEAR 11	SUMMER 2	SUMMER 1	SPRING 2	SPRING 1	AUTUMN 2	AUTUMN 1
<b>TOPIC</b>		<i>Externally Set Task</i>	<i>Externally Set Task</i>	<i>Externally Set Task</i>	<i>Trophy</i>	<i>Trophy</i>
<b>Knowledge</b>		Current Year 11 - NO EXTERNALLY SET TASK 2022 Consolidation of coursework for assessment. Current year 10 - Select and respond to a task set by AQA.	Current Year 11 - NO EXTERNALLY SET TASK 2022 Consolidation of coursework for assessment. Current year 10 - Select and respond to a task set by AQA.	Current Year 11 - NO EXTERNALLY SET TASK 2022 Consolidation of coursework for assessment. Current year 10 - Select and respond to a task set by AQA.	Focus on developing design ideas for a final outcome based on research boards and practical experiments. Identify suitable key features and successes to include when refining a final idea.	Referencing mood boards and designers research the process of experimentation and techniques will be explored using wood, metal, plastic etc. Identify success and refine ideas through model making and written evaluations.
<b>Skills</b>					Ensuring a personal response that utilises skills and clearly develops on from research and experiments. Ongoing refinement and evaluation of final outcome to ensure intentions are realised.	Through a series of workshops specific three-dimensional making skills and mixed media techniques will be explored, developed and refined. Technical skills will be covered including use of the wood and metal tools/machines. Techniques will be combined to create developed personal intention.
<b>Key Vocab</b>					REFINEMENT, PERSONAL RESPONSE	IDEA DEVELOPMENT, SUSTAINED, FOCUSED

KS3 Knowledge and key skills



Key Knowledge Transfer

