

**Plan Of Learning For The Year (Unit/Topic/Project Context)**

**Half Term 1:**

- Paper 1:Topic 3.1.9 – 3.1.12 – Health & Safety, Protecting designs and intellectual property, Design for manufacturing, maintenance, repair and disposal and Feasibility Studies .
- Paper 2: Revise during NEA.
- NEA – Exploration & Design

**Half Term 2**

- Paper 1:Topic 3.1.13 & 3.1.14 – Enterprise and Marketing in the Development of Products and Design Communication.
- Paper 2:Revise during NEA and Mock.
- NEA – Exploration & Design.

**Half Term 3**

- Paper 1:Topic 3.1.15 - Modern Manufacturing Systems.
- Paper 2: Revise during NEA.
- NEA – Making

**Half Term 4**

- Paper 1:Exam Technique and Mock Exam.
- Paper 2: Exam Technique and Mock Exam.
- NEA – Analysis and Evaluation

**Half Term 5**

- Paper 1:Exam Technique and Mock Exam.
- Paper 2: Exam Technique and Mock Exam.
- NEA – Analysis and Evaluation

**Half Term 6**

- AQA GCE Exam. Final NEA Submission

<b>Feedback, Retrieval &amp; Assessment</b>	<b>Super curriculum opportunities / extra-curricular activities</b>	<b>Cultural Capital, SMSC, Careers and Futures</b>
<ul style="list-style-type: none"> <li>• Each term involves one Formal Assessment and fortnightly exits tickets which are mini unit tests comprising of several high mark exam questions.</li> <li>• On-going formative assessment during lessons by teacher</li> <li>• Weekly Student/teacher one-to-one feedback sessions</li> <li>• Regular Independent learning tasks and quizzing.</li> </ul>	<ul style="list-style-type: none"> <li>• STEM termly challenges</li> <li>• Reading design articles and newsletters from <a href="http://www.designweek.co.uk">www.designweek.co.uk</a> – free online.</li> <li>• Mentoring Y11 product design students</li> </ul>	<ul style="list-style-type: none"> <li>• Learning about other cultures and approaches</li> <li>• Learning about society - past and present</li> <li>• Inclusivity in designing to accommodate all members of society.</li> <li>• Exploring potential career paths and academic options in Design/Engineering</li> </ul>

Common misconceptions	Connecting New Knowledge	Challenge for all
<ul style="list-style-type: none"> <li>• Design is all about aesthetics</li> <li>• Designing is easy</li> <li>• Designing is all digital these days</li> <li>• The best design is created by an individual brain.</li> </ul>	<ul style="list-style-type: none"> <li>• Regular revisiting of core terminology/ vocabulary</li> <li>• Developing skills through active implementation</li> <li>• Applying existing understanding/ skills to new challenges</li> <li>• Extensive use of ICT in design and manufacture</li> <li>• Use of Knowledge Organisers to explore the NEA.</li> </ul>	<ul style="list-style-type: none"> <li>• Core vocabulary lists and knowledge audits in each unit.</li> <li>• Knowledge Organisers to support with vocabulary</li> <li>• Regular use of scaffolds and structured practice</li> <li>• Clearly defined success criteria and use of student action to make progress</li> <li>• Stretch activities built into each lesson</li> </ul>