

**Year 10 Design and Technology
Curricular Map**

	Project	What will I learn?
Term 1	Dye Sublimation/Charity Project	<ul style="list-style-type: none"> - How to conduct relevant research on a given topic - To create and analysis graphs to best show data - A deeper understanding of CAD available in school - Colour theory - Dye Sublimation Printing - Product evolution - Technology Push and Market Pull - Human factors in design and making the design fit the user - Design methods and influences: Mood boards - Presenting ideas 2D and 3D - Protection of ideas; copyright and Registered Design - Working to schedules and Quality Control
Term 2	Perfume Bottle and Packaging	<ul style="list-style-type: none"> - Brand identity - The functions of packaging - Legal requirements of packaging - Signs and symbols on packaging - CAD software: Illustrator and Google Sketchup - Manufacturing processes in industry - Modelling materials and techniques - Rapid Prototyping - Evaluating designs and models against specifications and 3rd party opinion - Needs of users - Net designs - Environmental, social and moral issues - Types of packaging and how they are manufactured in industry - Isometric and orthographic drawings - Advantages and disadvantages of CAD
Term 3	GCSE Controlled Assessment	<ul style="list-style-type: none"> - Understanding a brief - Researching and analysing existing products - Design eras - Iconic designers and designs - Designing a questionnaire and recording results - Creating design requirements using analysis from research