

3D Design Year 10							
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
Topics	<b>Introduction to 3D Product Design (AO1/AO2)</b> <b>Focus:</b> Design Drawing skills and core principals of visual communication in design. Design presentation, layouts, and composition.	<b>Coursework (Personal investigation): Initial ideas and research (AO1/AO2/AO3)</b> <b>Focus:</b> Research methods and presentation. Application of 2D media. Planning an enquiry Designer analysis, Visual and Technical investigations.	<b>Coursework: Responding to initial inspirations (AO1/AO2/AO3)</b> <b>Focus:</b> Identification of product Focus, Modes of Product research, key words, and critical analysis techniques. Modelling and Prototyping theory and techniques.	<b>Coursework: Experimenting, developments and reflection. (AO2/AO3)</b> <b>Focus:</b> Practical skills development Working with woods, metals, plastics, and clays. Cutting, shaping, forming, and finishing.	<b>Coursework: Presenting and refinement of ideas in context to others work, a given specification and brief theme. (AO1/AO2/AO3)</b> <b>Focus:</b> Design Development. Application, refinement, and development of material use to suit individual needs.	<b>Coursework: Recording ideas, refinements, evaluating and reflection. (AO1/AO2/AO3)</b> <b>Focus:</b> Student design and product refinement. Construction of final samples and Product Design Idea.	
Assessments	1. 3D dimensional drawing skills 2. Theoretical analysis. <i>(Use of subject specific language).</i>		3. 2D Design and 3D forms. 4. Critical analysis and communication of Design Developments.		5. Evaluation of design/progression 6. Reflection of design/technical refinement.		

<b>Building on Prior Learning</b>	<p><b>Substantive Knowledge:</b> Students will build on their year 9 understanding of the 4 core concepts underpinning the design process, Design, Make, Evaluate and Technical Knowledge. Students will study the art of visual communication, the role of form and function, design through time and technical processes in a variety of material areas.</p> <p><b>Disciplinary/procedural Knowledge:</b> Learning progressively builds students understanding and application of the Formal Elements within the 4 core concepts of 3D Design (Designing, Making, Evaluating and Technical knowledge).so that students may engage and implement them purposefully, working towards the production of an functional and aesthetically pleasing outcomes, which is fully justified.</p>
<b>Cultural Capital</b>	<p><b>Cultural capital will be found within in this programme of study.</b> Students explore the rich history of design through the ages, drawing comparisons between historical and contemporary design. Students will be invited to explore design and its many facets through classroom and blended learning experiences.</p>
<b>Mastery</b>	<p><b>Mastery:</b> students will be able to produce in-depth critical analysis of their own and others work, which inform students next steps in the development of their ideas leading to a refined product. Students will be able to simulate and adapt researched contextual studies within their own work, identifying areas they may wish to develop further or incorporate into their own design journey.</p>
<b>Development of Character</b>	<p><b>A range of virtues such as moral, intellectual and performance</b> Students will examine how Products have shaped the world we live in and why over time the concept of design has changed, in relation to wider world events and issues. Students moral grounding will be built on thought continued consideration for the needs of others. Students are expected to demonstrate respect and responsibility for their actions when working in Product Design.</p>
<b>Extra-Curricular opportunities</b>	<p><b>In School:</b> Mastery classes, Guest, Competitions.</p> <p><b>Outside of School:</b> Have you seen have you been advertisements, Visits to local pop-up Art and Design galleries. Promotion of relevant articles and podcasts. Museum visit.</p>
<b>Metacognitive Learning</b>	<p><b>Metacognitive learning will be built through modelling and feedback.</b> Students will learn through expert modelling. Students will have opportunities to practice and refine the core skills of Design in isolation, before progressing on to more independent applications and the creation of independent design ideas. Through frequent retrieval and recapping of knowledge and understanding will be imbedded and built on students understanding of Designs core principals and Design in a wider context.</p>