

3D Design Year 11							
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
Topics	<p><b>Coursework:</b> Resolving a project and presenting final outcomes (AO4) <b>Focus:</b> Combining elements Selecting purposefully Refining for effect Expressing intentions Planning and making outcomes.</p>	<p><b>Coursework deadline:</b> Completion of outcomes and final presentation of portfolio (AO1, AO2, AO3, AO4) <b>Focus:</b> Presenting outcomes Presenting learning journey / portfolio effectively Clarity and coherence.</p>	<p><b>Externally Set Task (AO1, AO2, AO3, AO4)</b> <b>Focus:</b> Paper released January Exploring themes Initial idea development Responding to sources Developing ideas reflecting on progress and Resolving project intentions.</p>	<p><b>ESA Focus:</b> Independent development of response to chosen theme, evidencing AO1, AO2, AO3 and AO4. 10-hour practical exam at end of April. Date subject to change.</p>			
Assessments	<p><i>Assessment 1: Functional Qualities</i> <i>Assessment 2: Aesthetics</i></p>		<p><i>Assessment 3: Theme Research</i> <i>Assessment 4: Design Development</i></p>				

<b>Building on Prior Learning</b>	<p><b>Substantive Knowledge:</b> Students will draw on their knowledge and understanding of Designing, Making, Evaluating and Technical processes to produce refined outcomes. <b>Disciplinary/procedural Knowledge:</b> Applying material and processes which are best suited to their individual design journeys and development/ refinement of final outcomes to produce an aesthetically pleasing and functional piece.</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 Students will investigate design from a range of contextual backgrounds, how designers approach aesthetics and material disciplines.</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 design ideas. 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. Students will be able to develop sophisticated ideas, manipulating appropriate materials and media with skill to refine ideas developing products that consider form and function in equal parts. Work will be reflected on and evaluated purposively throughout each development stage, leading to an outcome which demonstrates a high level of creativity, media, and material control.</p>
<b>Development of Character</b>	<p><b>A range of virtues such as Moral, intellectual and performance</b> are embedded through continued discussion and investigation into the impacts of social economic factors on design. Students will continue to explore how the products we use are influenced by the world around them and how/why over time products have evolved. Students are expected to demonstrate respect, integrity and responsibility for their actions when working in Product Design practical and theoretical lessons. Students will be supported in building on their level of confidence within Product Design so that all can engage with enthusiasm, resilience and strive for continual improvement.</p>
<b>Extra-Curricular opportunities</b>	<p><b>In School:</b> Mastery classes. Guest speakers from Designers, Engineers and manufacturers organised with Mrs Laxton. <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 build 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>