

KS4 Graphic Products

Year 10

DT subs to support and extend making
Analysis of student data, target setting

First Project

Calculator design, modelling and packaging
Generation of Design Brief, Product analysis of real calculators, Development of Ideas,
Orthographic presentation of final design, MDF concept model and blister pack.
Supporting theory sheets, completed in exercise books.

Second Project (often competition based)

Cartonboard packaging design
Brainstorming Design Brief and packaging information, Product Analysis and disassembly,
Development of Ideas,
Presentation of net/development and test assembly, Making final model in cartonboard.
Supporting theory sheets.

Third project

Drinks can design
Discussion of Design Brief, Product Analysis with emphasis on brand identity and
advertising,
Development of Ideas considering the connection between 2D and 3D form, Presentation
of final design in 2D and 3D.
Supporting theory sheets

Work Experience (2 weeks)

Summer Half Term

Introduce Major project
Contact parents and send coursework guide.
Discuss timescale, 60% of GCSE, motivation etc.
Aim to complete one A3 sheet each week.
Research completed by end of term.

Year 11

Complete Ideas and Development sections of project by Christmas
Yr 11 Mocks end of Nov. (2 weeks)
Making final design up to February half term.
Complete final evaluation and testing by 25th February.
Project Guidelines show more detail.

Revision programme up to leaving date.