

# Key Stage 4 Design Technology (9-1)

## Intent

Equip pupils with the theoretical knowledge, practical skills, and creative thinking required for success in GCSE Design Technology.  
 Develop independent working habits and problem-solving abilities through structured units and project-based learning.  
 Prepare pupils for the GCSE major project and final examination by embedding key concepts and techniques from Year 10 onwards.

## Implementation

Year 10 curriculum introduces essential tools, materials, processes, and design principles through six focused units.  
 Year 11 focuses on the GCSE major project, following the NEA specification with units on analysis, investigation, design, manufacturing, and evaluation.  
 Pupils complete A3 electronic portfolios and engage in controlled assessments using available tools and materials.  
 LORIC skills (Leadership, Organisation, Resilience, Initiative, Communication) are embedded throughout both years to support personal development and academic success.  
 Assessment includes end-of-unit tests, mock exams, and live tracking to inform intervention and praise.

## Impact

Pupils demonstrate high-quality manufacturing and design skills, enabling them to work independently and confidently.  
 Coursework and examination performance reflect strong understanding of materials, processes, and design thinking.  
 Students are well-prepared for progression to A-level Product Design, apprenticeships, or further education in design-related fields.  
 Outcomes support pupils in achieving or exceeding their target grades and developing transferable skills for future employment.

## Assessment

1. Pupils are assessed on theory knowledge through testing on exam questions.
2. Pupils' practical skills assessed inline with the course mark scheme for GCSE major project.
3. Low stakes testing and recall used as starters for lessons.
4. End of unit testing organised to track progress.
5. Live formative assessment carried out for year 10 units.