



Topic	Learning Objectives	Key Vocabulary	Learning Sequence	Linked Learning	Home Learning
<p>Recap on Health and Safety</p> <p>Understanding and interpreting a design brief.</p> <p>Researching and planning for design.</p>	<p>To be able to identify and prevent hazards in the workshop.</p> <p>To be able to understand and interpret a design brief .</p> <p>Understand the importance of product research.</p>	<p>Hazard</p> <p>Design brief</p> <p>Design specification</p>	<p>Pupils to identify hazards of the work room.</p> <p>Talk through the design brief as a class and identify key words.</p> <p>Research, identify successful similar products.</p> <p>Analyse key success criteria.</p> <p>Pupils to produce an in depth design specification using the analysis from product research and survey .</p>		<p>Research similar products which could satisfy the design brief.</p>
<p>Design ideas and iterative thinking.</p> <p>CAD CAM</p>	<p>To understand the concept of iterative designing.</p> <p>To utilise the use of CAD to produce high quality design ideas.</p> <p>To understand the impact of computer aided manufacture on society and the economy.</p>	<p>Iterative design</p> <p>CAD</p> <p>CAM</p> <p>Annotation</p>	<p>Initial design sketches based on research with detailed annotation.</p> <p>Develop designs based on target user feedback.</p> <p>Evaluate success of own and others ideas.</p>	<p>Art—considering form/shape/creativity.</p> <p>IT skills using photoshop.</p> <p>Maths—precise measurements.</p>	<p>Survey and questionnaires for target user about initial designs.</p> <p>Analysing survey results, justifying how they will be used to improve proposed product.</p>
<p>Developing practical skills</p>	<p>To learn key practical skills and understanding of equipment available.</p> <p>To be able to use various pieces of equipment safely, with a degree of accuracy.</p>	<p>Patch pocket</p> <p>Pouch pocket</p> <p>Seam allowance</p> <p>Flat bed machine</p> <p>Overlocker.</p>	<p>Pupils to produce sewing samples</p> <p>Seam with overlock finish</p> <p>Patch pocket</p> <p>Pouch pocket.</p>	<p>Science—material properties</p>	



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<p>Interpreting design ideas.</p> <p>Understanding a basic pattern .</p>	<p>Learn how to analyse designs and patterns</p>	<p>Drape</p> <p>Grain line</p> <p>Fabric face</p>			
<p>Prototyping and modelling</p>	<p>Develop sewing and assembly skills and apply them to a product prototype</p>	<p>Fabric properties</p> <p>Components</p> <p>Form</p> <p>Proportion</p> <p>Prototype</p>	<p>Students will assemble their shorts. Using key sewing skills.</p> <p>Students will need to use problem solving skills to independently assemble and adapt their final product to be fully functional and fit for purpose.</p>		
<p>Evaluating a final product</p> <p>Understanding scales of production</p>	<p>To be able to apply knowledge of 3D form and structure to assemble a successful garment fit for purpose.</p> <p>To effectively evaluate the garment against a similar commercial garment.</p>	<p>Manufacture</p> <p>CAM</p> <p>Tolerances</p> <p>Quality Control</p> <p>One of f production.</p> <p>Batch production.</p> <p>Mass production.</p>		<p>English—evaluating products</p>	<p>Research on scales of production and the impact of CAD CAM on the design and manufacturing industries.</p> <p>Presentation of final product prepared to be delivered to peers.</p>