BGN Curriculum for Design & Technology department

KEY STAGE 3

Year 7
This year introduces a range of D&T topics, incorporating a variety of basic skills and subject related knowledge which will give students the awareness of how the 'living environment' around them has been designed and constructed.

Baseline project, Polymers, Structures, CAD /CAM, Textiles, Food, Graphics

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Year 8
In this year students, will build on their knowledge and skills from year 7, some new topics will be introduced and some previous topics will be revisited and taken to further depths.

Wood, Mechanisms, CAD / CAM, Textiles, Food, Graphics, Electronics

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Year 9
This year is the bridge between KS3 & KS4, students will further develop their skills and knowledge and apply them to ' real world' project scenarios in preparation for the transition to the GCSE

Design and Realisation, CAD / CAM, Textiles, Food

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KEY STAGE 4

Year 10
AQA: Design and Technology GCSE   *(Theory; core and chosen material foci)*

This year is the first year of GCSE studies. Knowledge from KS3 is revisited and developed in depth, to promote a greater understanding and the ability to apply this knowledge to real situations. Skills learned in KS3 are refined in preparation for the NEA section of the GCSE.

Edexcell: Construction and the Built Environment BTEC
(Construction Technology, Exploring Carpentry and Joinery)

This is the introduction to the BTEC course, students are able to incorporate the skills and knowledge from KS3 to develop an understanding of the Construction Industry and its contribution to and impact upon the natural environment

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Year 11
AQA Design and Technology GCSE
(Coursework; NEA, preparation for external exam)

Edexcell Construction and the Built Environment BTEC
(Design in Construction, Maths and Science in Construction)

This year is the culmination of both the GCSE and BTEC courses, students draw on the skills and knowledge developed over their time in D&T at BGN to complete coursework and pass their exams.