

| Term | Date | Focus | Summary | Learning Outcomes |
|--------|----------|-------------------------------|--|--|
| Term 3 | 10/04/23 | Health & Safety | Health and safety in the DT room - risks and hazards. DT passport. | To be aware of the risks and hazards in the DT room. |
| | 17/04/23 | Intro to project and research | Mobile phone holder - Design brief will be introduced to the students. Students will research into different materials that can be used to make a mobile phone holder. - Students will create a moodboard and produce a mindmap. | To understand the design brief and research into different mobile phone holders. |
| | 24/04/23 | Research | Students will continue researching and continue to create a moodboard. Client interview - students will interview their partner. | To continue to explore and research into mobile phone holders focussing on a client interview. |
| | 01/05/23 | Product Analysis | Students will complete a product analysis. | To continue to research and analyse an existing mobile phone holder. |
| | 08/05/23 | Design Idea 1 | Students will design their first idea using their research to help them. | To explore different drawing techniques and develop design ideas. |
| | 15/05/23 | Design Idea 2 | Students will design their second idea using their research to help them and make any improvements. | To explore different drawing techniques and develop design ideas. |
| | 22/05/23 | Final Design Idea | Students will design their final idea using their research to help them and make any improvements. Students should analyse their designs and make sure they annotate designs with what materials/colours etc. | To explore different drawing techniques and develop final design ideas. |
| | 29/05/23 | Modelling | Students will use cardboard to make their prototype. Card and board theory. Testing size, functionality. | To experiment with cardboard and create a prototype. |
| | 05/06/23 | Modelling | Students will use cardboard to make their prototype. Card and board theory. Testing size, functionality. | To experiment with cardboard and create a prototype. |
| | 12/06/23 | Final Modelling | Students will use cardboard to make their prototype. Card and board theory. Testing size, functionality. | To experiment with cardboard and complete final prototype. |
| | 19/06/23 | Evaluation | Students will evaluate their final design in depth. Self-assessment. Peer assessment. | To annotate and evaluate final prototype. |
| | 26/06/23 | Design Challenge | Mini Concept Design Challenge week. | To create design solutions to conceptual challenges. |
| | 03/07/23 | Design Challenge | Mini Concept Design Challenge week. | To create design solutions to conceptual challenges. |