

Term	Week	Focus	Summary	Learning Outcomes	Learning skills
Term 1.1	1	Introduction to DT	Students will be introduced to DT and what the 12 weeks will involve.	To understand what DT is as a subject.	Collaborative learning Critical thinking
	2	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.	Enquiring Collaborative working
	3	Health & Safety	Health and safety in the DT room - risks and hazards. Create H&S rules.	To be aware of the risks and hazards in the DT room and suggest health and safety rules	Enquiring Agile thinking
	4	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 produce a mindmap.	To understand the design brief and research into different board games.	Analytical thinking Critical thinking
	5	Product Analysis	Students will complete a product analysis that is detailed	Clear understanding of pro's & con's of existing board games and understand why we analyse existing products	Connection finding Agile thinking
	6	Design Idea 1	Students will design their initial ideas using their research to help them.	To explore different drawing techniques and create initial design ideas.	Creative learning Hard working

Term 1.2	1	Design Idea 2	Students will continue to design their board games using their research to help them.	To successfully use different drawing techniques and create a range of board game design ideas.	Creative learning Hard working
	2	Development	Developing versions of chosen design to create variations of their chosen board game design	Neatly drawn developed versions of chosen design that are more refined and fully annotated with explanations of how and why changes were made.	Creative learning Agile thinking
	3	Modelling & prototyping	Students will use cardboard to make their prototype boardgame board.	To experiment with cardboard, craft knives and glue-guns to create the board for their board game.	Critical thinking Analytical thinking
	4	Modelling & prototyping continued	Students will use card, coloured paper & any recycled materials to make their prototype cards & counters/pieces for their board game.	Students will use a mixture of materials to continue making components to their board game that look well presented.	Connection finding Enquiring
	5	Final making of Board game	Students will use different materials to complete their board game and all its components.	To complete making their board game with a mixture of materials that fulfils the expected function successfully	Creative work Hardworking
	6	Evaluation	Students will finish final Board game then evaluate their work critically	Critical evaluation of work that honestly describes what went well and what areas could be improved and identify how.	Critical thinking Analytical thinking