

Term	Week	Focus	Summary	Learning Outcomes	Learning skills
<b>Term 1.1</b>	1	Introduction to project brief	Students will be introduced to the project of creating an upcycled clock based on a cultural theme.	To have a solid understanding of what the brief means and what the 12-week project will involve.	Collaborative learning Critical thinking
	2	Upcycling	Mindmap collaboratively to understand what upcycling is and how it's used in design	A thorough understanding of what upcycling is, how it is implemented in the design world, and how it will be incorporated into this project.	Enquiring Collaborative working
	3	Target market.	Creation of Target market/client profile	Research into chosen culture, produce a detailed mindmap and create a client profile.	Enquiring Collaborative working
	4	Initial design ideas.	4-6 quick sketches of upcycled clock, Design ideas drawn out in pencil as line drawings	A wide range of design ideas that show creativity and innovation. Good use of drawing techniques.	Creativity Agile thinking
	5	Design ideas continued	4-6 sketches of upcycled clock neaten up, colour in and annotations can now be added.	Designs now coloured in neatly using rendering techniques and clear annotations to describe each idea influence, material choice, structure and function.	Analytical thinking Creative thinking
	6	Design Development	2-3 detailed developments of 1 idea with outline drawings focusing on shape and form	Create variations of one chosen design from your initial clock designs.	Agile thinking Creative learning

Term 1.2	1	Further Design Development	Further developments of your design ideas.	Further develop and improve your variations of one chosen design from your initial clock designs.	Hard working Connection finding
	2	Further Design Development - colour	Further developments of your design ideas.	Further develop and improve your variations of one chosen design from your initial clock designs.	Creative learning Hard working
	3	Modelling & prototyping	Students will use cardboard or any other upcycled material to start to make their prototype clock	To experiment with cardboard, craft knives and glue-guns to create the base/face for their upcycled clock.	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 Clock face.	Students will use a mixture of materials to continue making components to their clock face that look well presented and neatly cut & put together.	Connection finding Enquiring
	5	Final making of clock	Students will use different materials to complete their themed clock and ensure it is decorated and finished with to a high standard.	To complete making their clock with a mixture of materials that fulfils the expected function successfully and still links to the chosen theme (culture/country inspiration)	Creative work Hardworking
	6	Evaluation	Students will finish final clock 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