Subject Area:	Design Technology/Construction 2025-2026

7	Unit	**Health and safety and creating the wooden robot**
	Assessment Method	**Ongoing and Formative:** Pupils will be assessed throughout the project on their engagement, participation, and ability to remain safe, settled, and focused while working in the workshop. **End-of-Unit Summative:** Final assessment will be measured against agreed benchmarks, evaluating both the knowledge gained and the practical outcomes. **Practical Skills:** Particular emphasis will be placed on the quality of the wooden robot produced, demonstrating pupils' practical skills, creativity, and ability to complete tasks to a high standard.
7	Unit	**Card modelling and steampunk themed hat**
	Assessment Method	**Ongoing and formative assessment** will focus on pupil engagement and their ability to feel safe, settled, and confident in the learning environment. **End-of-unit assessment** Will evaluate their understanding of the key concepts covered, alongside an assessment of practical work that demonstrates the skills they have developed and their ability to successfully complete set tasks. **Practical skills:** This will include the *steampunk hat project*, where pupils apply their knowledge of design principles, creativity, and practical skills to produce a final outcome that reflects both the theme and the technical skills they have learned.

8	Unit	**Health and safety Mechanical automata**
	Assessment Method	**Ongoing and Formative Assessment** Focus **on pupil engagement**, safe and correct use of tools and machines, and building confidence in the learning environment. **End-of-Unit Assessment** Evaluate pupils' understanding of key concepts and assess practical work that shows the skills developed and ability to complete set tasks. **Practical Skills Assessment** Pupils create a mechanical toy project, applying design principles, creativity, and practical skills. The final product should reflect the theme and demonstrate the technical skills learned.
9	Unit	**Design and make an LED light**
	Assessment Method	**Knowledge Assessment** Pupils will complete a short-written test on health and safety, design principles, materials, electronics (LED light), and mechanics (slingshot game). This will include diagrams and problem-solving questions. **Practical Skills Assessment** Pupils' ability to use tools safely, as well as to measure, cut, join, and finish materials, will be assessed through their LED light and slingshot game projects, with a focus on both functionality and the quality of the final product. **Practical Task** Pupils will be assessed on creativity, personalisation, and their ability to evaluate and reflect on their work. This includes testing the LED light and slingshot game against the design brief and suggesting possible improvements.

10	Unit	**Year 10 GCSE AQA 3D Design**
	Assessment Method	**Ongoing and Formative Assessment** • **Introduction and skill building:** Pupils are introduced to new skills in a safe and supportive environment. • **Rapid modelling and practical skills:** Pupils develop hands-on skills through building scale models and experimenting with materials. • **Drawing techniques:** Pupils practice different drawing methods to represent their ideas. • **CAD/CAM and scale modelling:** Pupils learn new technical skills to produce accurate scale models. • **Research and design solutions:** Pupils conduct primary and secondary research to develop feasible design ideas. • **Formative feedback:** Pupils receive feedback on their models and coursework (e.g., PowerPoints), building knowledge and confidence. **End-of-Unit Assessment** • **Knowledge and skills application:** Pupils demonstrate understanding of design principles, materials, electronics, and mechanics. • **Design solutions:** Assessment focuses on producing feasible, well-researched design solutions. • **Analysis and evaluation:** Pupils reflect on their work and test ideas against the design brief. • **Marking criteria:** Work is assessed against **AQA objectives AO1, AO2, AO3, and AO4**. **Practical Skills Assessment** • **Hands-on projects:** Pupils complete practical tasks including scale models, CAD/CAM outputs, and final coursework. • **Skill demonstration:** Assessment focuses on pupils' ability to measure, cut, join, and finish materials accurately. • **Creativity and personalisation:** Pupils are assessed on originality, problem-solving, and ability to evaluate and improve their work. • **Outcome-based assessment:** Final products and models are assessed for functionality, quality, and adherence to the design brief.

11	Unit	**Year 11 GCSE AQA 3D Design**
	Assessment Method	**Ongoing and Formative Assessment** • Pupils carry out **personal study of their choice**, researching possible design problems and developing initial design solutions. • Assessment is **formative coursework** against **AQA objectives AO1, AO2, AO3, and AO4**, with feedback provided on both **PowerPoints and practical work** to guide improvement **End of-Unit Assessment** • Pupils research a **given design brief from AQA for NEA2** and develop solutions based on this brief. • Assessment is **live coursework**, measured against **AO1, AO2, AO3, and AO4**, with both **PowerPoints and practical outcomes** evaluated. **Practical Skills Assessment** • Pupils complete the **final outcome for NEA2** and **NEA1 personal study projects**, applying their design solutions and technical skills. • Assessment focuses on **practical work, creativity, functionality, and problem-solving**, in line with **AQA objectives AO1, AO2, AO3, and AO4**, including evaluation of **PowerPoints and final products**.