Year 7	Year 8	Year 9
D&T 1 – Textiles basic skills.	D&T 1 - Textiles - Sewing	Unit 1 - 3D CAD — Onshape &
 Hand stitching, Applique, Fibres and fabrics, Surface decoration, Scales of production, Designer Profile – Coco Chanel, Product Design Task. 	machines and Key Fob project. Setting up a sewing machine, Sewing a plain seam, Making of the Key Fob, Properties of Materials, Energy, Smart and Modern Materials, Designer profile — Alexander McQueen, Designer influence design task.	3D printing project. Introduction to Onshape basic skills, Dice project, Monopoly piece design task, New and Emerging Technologies.
D&T 2 – Timbers & Polymers - Maze project. Product Analysis, Introduction to Techsoft 2D design, CAD/CAM theory, Oblique Drawing skills, Polymers theory, Resource life cycles.	D&T 2 - Timbers - Light Box project. Timbers Theory Development of Techsoft 2D design, 2 Point Perspective, Making of the light box.	Unit 2 - Hand drawing skills. • Freehand sketching, • Isometric drawing, • Rendering.
		Unit 3 - Textiles — Zip purse project. Company Profile — Dyson, Attaching a zip, Making of the purse, Manufacturing specifications. Unit 4 - Metals — pewter casting. Metals theory Making Pewter cast pendant/keyring Unit 5 Design And Make challenge. Papers and boards theory Modelling and prototyping