Subject:	Design & Technology - GD	Year	7	Ability	All

Term / Date(s)	HT 1	HT 2	HT3
Topic	The importance of the design basics	Understanding the importance of different drawing styles	Technical knowledge: An introduction how these drawing styles are used in the real world
Topic overview **Pupils will learn…**	To understand what we mean by "design and drawing basics." For example, using shape pencils, rulers, rubbers accurately and successfully. To understand the difference between different drawing techniques and styles To understand how light effects the shading on our drawings To understand why we use different drawing techniques and when to use them	To understanding the difference between different drawing styles and techniques To understand how to correctly use the provided equipment to produce different types of drawings To understand how can render professionally to create textures on different shapes and buildings How to conduct themselves safely in a workshop.	To understand which industries and professionals use different drawings styles in a real world environment. To understand how the skills we learn can help us to progress as a professional designer later in life. To understand how this project has progressed our drawing skills and how the skills we have learnt will help us if we decide to take dt as a GCSE option
Components	• Students to understand the importance of analysing a suitable design brief to identify considerations for the needs and wants of a user. • Students need to understand the basics of drawing. Such as how we hold our equipment properly, how we use our equipment properly, how we must always draw with a sharp pencil. • The students need to understand and recognise different drawing techniques, the names of these techniques and how the techniques differ from each other. • The students need to understand how to create tone while using a pencil to create different light sources. • They need to understand how different light sources create shadows.	• The students need to understand and recognise different drawing techniques, the names of these techniques and how the techniques differ from each other. For example, isometric drawing, orthographic drawing, one point perspective, two-point perspective, scrufiti, crating, rendering. • The students need to understand the correct terminology while designing. For example, "horizon line, vanishing point and rendering". • The students need to understand why professional designers render their work. They need to understand what rendering is and make sure to use the correct terminology (rendering not colouring). • The students need to understand how we use marker pens and colouring pencils to create different material textures. For example wood grain, stone, marble, metal.	• The students need to understand why we are learning these drawing techniques and how they link to the real world. Which careers and professionals use these drawing techniques on a day to day basis to create professional work • The students will need to understand how being successful with these drawing techniques will benefit them if they decide to take GCSE DT in year 10 and 11. • The students will need to use their new drawing skills to complete a final project. This project will incorporate Their all of the skills they have learnt so far. • The students will also need to use CAD to complete their new project.
What pupils should already know (prior learning components)	Some students may have learnt about shading and how to correctly use equipment.	I believe most of the skills in the project will be new to them.	I believe most of the skills in the project will be new to them.

Golden Knowledge	**Golden Knowledge:** Designing **Golden Threads** • 2D / 3D drawings • How to develop an idea • Equipment knowledge • Light sources	Golden Knowledge **Safety, making and nets**: **Golden Threads** • 2D/3D drawing techniques • Rendering techniques • Professional terminology •	**Golden Knowledge: CAD** **Golden Threads** • Careers in CAD • Links to GCSE • Links to Industry
Transferrable knowledge (skills)	2D-3D drawing skills can be transferable into other DT subjects as well as art Design development is transferable into other DT subjects Correctly using equipment is useful for all subjects in school	How to make sustainable products from recycled materials. Correct rendering and colouring techniques are transferable across subjects	How CAD can be used in multiple DT disciplines. Links to GCSE will be helpful across the school
Key vocabulary pupil will know and learn	rendering, Annotation horizon line, vanishing point and rendering". isometric drawing, orthographic drawing, one point perspective, two-point perspective, scrufiti, crating, rendering.	rendering, Annotation horizon line, vanishing point and rendering". isometric drawing, orthographic drawing, one point perspective, two-point perspective, scrufiti, crating, rendering. Textures	rendering, Annotation horizon line, vanishing point and rendering". isometric drawing, orthographic drawing, one point perspective, two-point perspective, scrufiti, crating, rendering. CAD
Assessment activities	60-minute summative assessment test ongoing assessment used throughout the project in the form of verbal feedback and EBI.MRIs. Along with a design ideas milestone assessment Assessment is based around design and presentation skills and covers: 1. Ability to use the most basic drawing techniques 2. Ability to use the equipment properly and accurately 3. Quality of graphic communication	30-minute summative assessment at the end of the project. Formative ongoing assessments used throughout the project in the form of verbal feedback and EBI.MRIs Assessment of: 1. Importance of safe working practice 2. Ability to use different drawing techniques correctly and accurately. 3. Quality of accuracy of rendering textures 4. Final Outcome	30-minute summative assessment at the end of the project. Formative ongoing assessments used throughout the project in the form of verbal feedback and EBI.MRIs Assessment of: 1. Be able to identify when to use traditional sketching techniques or modern CAD. 2. To successfully use CAD to aid with our final design 3. To understand how CAD links to professional practice
Resources available			