

Year 10– DT Graphic Products

Subject Title	Design and Technology
Exam board	AQA
Specification code	8552
Entry Level	<i>All pupils complete NEA coursework and a written paper.</i>
Exam details	<i>NEA coursework (50%) and a single 2 hr written paper (50%)</i>
Setting arrangements	<b>Specialist mixed ability subject groups</b>
Time allowed	<i>5 Hours per fortnight</i>
Textbooks and revision guides	<i>Pocket Poster revision book published by Day Dream Education</i>
Homework information	<i>One homework each week of 1 hour duration.</i>

Term	Project	Skills	Assessment
Pre GCSE Project	Point of Sale Display	<ul style="list-style-type: none"> <li>• Learning about marketing and advertising.</li> <li>• Using creative graphics to sell a product.</li> <li>• Using mechanism to create a dynamic POS.</li> <li>• Health &amp; Safety in the workshop.</li> </ul>	An end of project test. Regular HW feedback including 2 items of Deep Marked work.
1	Soma Cube	<ul style="list-style-type: none"> <li>• Learning about drawing projection and BS308.</li> <li>• Using pictorial, orthographic and dimensioning.</li> <li>• Developing colouring and linework skills.</li> <li>• Using drawing equipment inc. drawing board.</li> </ul>	An end of project test. Regular HW feedback including 2 items of Deep Marked work.
2	Mini Board Game	<ul style="list-style-type: none"> <li>• Making a fitted box, board and playing pieces.</li> <li>• Developing a range of graphic and making skills.</li> <li>• Using industrial equipment inc. die cutter.</li> <li>• Health &amp; Safety in the workshop.</li> </ul>	An end of project test. Regular HW feedback including 2 items of Deep Marked work.
3 – 4	Architectural Project	<ul style="list-style-type: none"> <li>• Developing Chippenham Town Centre.</li> <li>• Working with an architect and the town council.</li> <li>• Creating a masterplan and a range of ideas.</li> <li>• Learning the skills to make an architectural model.</li> </ul>	An end of project test. Regular HW feedback including 2 items of Deep Marked work.
5 – 6	Product Development	<ul style="list-style-type: none"> <li>• Learning how to develop everyday products.</li> <li>• Developing the skills to illustrate and colour render.</li> <li>• Learning about compliant and resistant materials.</li> </ul>	An end of project test.

		<ul style="list-style-type: none"> <li>Using equipment and machines safely.</li> </ul>	Regular HW feedback including 2 items of Deep Marked work.
Links to websites and revision materials:	Useful websites that pupils can use are embedded into our teaching materials. Using the Pocket Poster revision guide and past papers form important parts of our thorough revision programme.		