## Year 9 Technology/3D Design Mid-Term Plan $(1 \times 75 \text{ min lesson per } 2 \text{ weeks} = 18 \text{ lessons})$

Summer 2/Spring 1

Be able to design and make the lid for a wooden box that you will make as part of a focused practical task. It

must be based on a given theme (20th Century Design Movements) and demonstrate the effective use of

research to influence your work.

Revisit the design process from year 7 and year 8 and understand how to apply it as expected for the KS4

Understand how to research and investigate the theme when generating design ideas for the lid of their

Design Process, Design Brief, Primary Research, Secondary Research, Critical Study, Target Market, Mood

These skills help bridge KS3 learning with expectations in GCSE Art & Design: Three-Dimensional Design.

storytelling—key skills for presenting design journeys at KS4. Revisiting and applying the design process

from earlier years strengthens understanding of research, idea generation, development, and evaluation.

guiding students to produce informed, imaginative, and purposeful outcomes—just as required at the GCSE

Do It Now/Exit Tickets, Low-stakes quiz (Knowledge Check) (week 4-5) Practical Evaluation, Key

Be able to show realisation of the final design through appropriate selection of media and

Be able to produce a well-presented design folder that supports the chosen theme.

Investigating the theme for the lid design of their boxes encourages contextual research and creativity,

Creating a design folder based on a theme develops planning, visual communication, and creative

level. This progression supports confident, independent design thinking and presentation.

Be able to use a Design Process effectively to inform new design concepts.

Analyse the task and specification fully, to produce appropriate design proposals.

Be able to draw conclusions from research and produce a detailed evaluation.

Be able to use a range of strategies to develop appropriate ideas, responding to gathered

Board, Collage, Existing Product Analysis, Design Specification/Success Criteria, Design Ideas, Final Design

Understand how to produce a design folder centered around a given topic/theme.

GCSE Art & Design: Three-Dimensional Design course.

Intention, CAD and CAM (Computer Aided Design/Manufacture).

assessment at the end of project (week 8-9).

• Be able to apply a high-quality finish to the product.

production processes.

information.

Master Design/Modelling Skills

Master The Design Process

boxes.

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	Autumn 1/Spring 2	Autumn 2/Summer 1	Spring 1/Summer 2	Spring 2/Autumn 1	Summer 1/Autumn 2	Sur
Topic	Wooden Box Project [Practical] (9 x 75 mins)		Wooden Box project [Design] (9 x 75 mins)			

Be able to make a wooden box whilst showing an understanding of the properties of timber and the

tools/methods used to shape it.

Revisit practical skills developed in year 7 and year 8, including the selection and use of an appropriate

Steel Rule, Tenon Saw, Try-Square, Bench Hook, Marking Gauge, Plane, Pillar Drill, Sanding Machine.

develops accuracy, planning, and interpretation—all vital for turning creative concepts into tangible

outcomes. Revisiting practical skills and tool use builds confidence in material manipulation and

craftsmanship, while embedding safe, efficient working habits through health & safety awareness.

design at GCSE level. This continuity supports progression in both creative thinking and technical

Be able to use tools, equipment, materials and components with precision.

Be able to describe what a manufactured board is and give a range of examples.

Timber, Softwood, Coniferous, Hardwood, Deciduous, Manufactured Boards, Design Brief, Orthographic

These areas reinforce essential KS3 design and technology skills that form a strong foundation for GCSE Art & Design: Three-Dimensional Design. Completing focused practical tasks based on design drawings

Understanding project aims and evaluating outcomes fosters a reflective approach, encouraging students

to refine their work and meet design intentions—key practices that directly transfer to three-dimensional

Do It Now/Exit Tickets, Low-stakes quiz (Knowledge Check) (week 4-5) Practical Evaluation, Key

Be able to organise work to enable the carrying out of processes accurately and consistently.

Be able to explain the difference between deciduous and coniferous timbers, giving examples

Be able to develop and apply solutions during the making process to correct any mistakes.

Understand how to complete a focused practical task based on a given design drawing.

Understand workshop health & safety, and safe and proper use of tools and equipment.

Understand project requirements/aims, and evaluation of outcomes.

**Project** 

Big Ideas

Key

Topic

Relevance

Assessment

**Practical Skills** 

Mastery

**Theoretical** 

Knowledge

Mastery

Vocabulary

**Learning Goal** 

**Key Knowledge** 

Master Practical Skills

execution.

Master Materials Knowledge/Tool Use

range of relevant tools and processes.

Drawing, Manufacturing Plan, Evaluation.

assessment at the end of project (week 8-9).

of both hardwoods and softwoods.

Be able to apply a high-quality finish to the product.

Be able to identify and explain the use of woodworking tools.

## Year 9 Technology/3D Design Mid-Term Plan (1 x 75 min lesson per 2 weeks = 18 lessons)

Spring 2/Autumn 1

Summer 1/Autumn 2

Summer 2/Spring 1

Spring 1/Summer 2

Autumn 2/Summer 1

Autumn 1/Spring 2

Context

Start and End Point	Start: Project Introduction – Understanding of task and success criteria, and address misconceptions from previous projects.  End: Key Assessments and final practical evaluation.	Start: Project Introduction – Understanding of task and success criteria and address misconceptions from previous project.  End: Key Assessments and final practical evaluation.			
Values Curriculum	Knowledge, Continuous improvement, Character, High Expectations & Leadership Resilience through independent practical and design to show creativity and problem-solving. Respect of health & safety, facilities and consideration to others. Responsibility with potentially dangerous tools and equipment when in a workshop. Supporting peers and teamwork.				
Students Areas of Assessment	Knowledge: Refer to all content of KS3 Health & Safety, timber, metals, plastics, tools, design process, electronics.  Skills: Refer to all content of KS3 Woodwork, Metalwork, practical skills, and ability to use tools safely and accurately, soldering, use of CAD/CAM.  Application: Planning, application of practical skills, and evaluating.				
Memory Retrieval	Mastery curriculum revisits topics (health & safety, materials, tools, processes) across subsequent lessons. Retrieval practice through questioning, cold-calling, recap of tasks, and practical.				
Disciplinary Literacy	Reading and interpreting project requirements, careful and considered planning, writing evaluations to reflect on outcomes and successes. Using subject-specific vocabulary accurately.				
Alignment with Long Term Plan	The mid-term plans reflect the progression and content outlined in the long-term plan and Big Ideas document.  Practical and theoretical elements are consistently aligned with skills needed to access GCSE level curriculum at KS4.				

Career Pathways: Topics within the subject are linked to trades, manufacturing industry and design careers.