Stratton School

Design Technology

Curriculum Journey 2026 - 2027

Year 13 →

- A level NEA AO1 Identify, investigate & outline design possibilities
- A Level NEA A02 Design & make prototypes that are fit for purpose
- A Level NEA A02 Design & make prototypes that are fit for purpose
- A Level NEA A03 Analyse & evaluate
- Core content revision
- Final exams
  Actual Exam May—June

← Year 12

- Start AQA NEA AO1 Identify, investigate & outline design possibilities
- Mock A level NEA— Section A, B & C Design methods, processes & responsible design.
- Using and working with materials (timbers, boards, polymers, textiles) Bending Wood Project Processing Materials
- Digital design & manufacture— CAD & CAM Composite Materials
- Prototyping and modelling skills. Campana Chair project. Problem solving and developing workshop skills
- Research & communication techniques. Performance of Materials. Mock Exam Nov.

Year 11 →

- GCSE NEA— AO1 Identify Investigate & Outline Design. Possibilities for NEA Chosen Challenge Design ideas
- GCSE NEA— AO2 Developing ideas, Creating and Developing Initial Ideas
- GCSE NEA—AO2 Realising ideas, Modelling your final idea and making of your prototype.
- GCSE NEA—AO3 Analysing & evaluating your NEA prototype against specification & customer/third party feedback
- Core content revision. Mock Exam in January
- Final exams
  Actual Exam in May—June

← Year 10

- Start for NEA— Identifying & investigating design possibilities
- Unit 5B in-depth look at Timber based Materials.
- Unit 6 Design Principles. Unit 7 Making Principles
- Box Project Developing making skills using hand tools and machines.
- Unit 3 Materials Unit 4 Common Specialist Technical Principles
- CAD/CAM Projects Revision & development of the laser cutter & 3D Printer Machines & Software

Year 9 →

- Paper & boards— Investigating materials . CAD/CAM Projest revision & development of the Laser Cutter & 3D Printers
- Skills matrix—workshop tools, progress and skills Unit 1 New & Emerging Techniques
- Drawing & sketching 3D and formal drawing techniques
- Design and make project with timbers/boards/ polymers— illumination
- Zoomorphic Lamp developing making skills using hand tools and machines.
- Unit 2 Energy Materials, Systems and Devices.

← Year 8

- Drawing and sketching—3D drawing techniques
- Polymers— investigating forming, shaping plastics
- Reserve Engineering through modelling
- Textiles—Using biomimicry and being creative
- Hospitality and Catering—
- Papers and board— Investigating materials

Year 7 →

- Timbers, boards & working with different materials
- Hospitality and Catering— Introduction to Catering
- Textiles— Upcycling Demin & decorative textiles
- CAD—designing using the computer
- Polymers— upcycling materials
- CAM—3D printing and laser cutting

Feeder Schools

- **Transition project**
- **Year 6 curriculum**