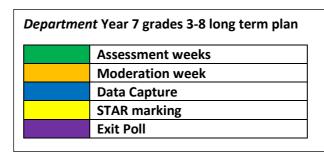






Technology Department Year 7, long term planning

Week	36	37	38	39								
W/C Date	25-Jun	2-Jul	9-Jul	16-Jul								
Topic												
Key												
Objectives		Students not currently in school										
Assessment												
Homework												



Key Skills to be Covered

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16 1	17 18	
W/C Date	03-Sep	10-Sep	17-Sep	24-Sep	01-Oct	08-Oct	15-Oct		29-Oct	05-Nov	12-Nov	19-Nov	26-Nov	03-Dec	10-Dec	17-Dec		
Topic	Student Introduction	Introduction to the Project Brief- Card Engineering	Pop up ı	mechanism	FEEDBACK	Design Idea Front of Card		•		AND FEEDBACK	Card Inside N	1odelling	Card Outsi FRC	_	Final Outside BACK	Final Design of POP-UP Card	Evaluation of Pup-Up Card	
Key Objectives		Applying tones and shading with colour. Rendering with pencils		delling skills in card oop-up mechanism	ASSESSMENT AND	To develop pupil's presentation skills the a range of design ic based on an occasion	rough producing deas for a card		ASSESSMENT AND	To further deve modelling/ creativ the inside of the o mechan	re thinking for eard using the	To manufa outside of demonstration	your card ng creativity	of your card o	re the outside lemonstrating nd accuracy	To maximise our level within our design and make projects		
Assessment	BASELINE TESTING	Pupils understood how light effects shade and tone on an object	samples pups us	produce accurate ing a wide range of nanisms	Green pen STAR marking from previous sheets	Pupils ability to pro ideas. Well annotate using rendering	ed and coloured		Green pen STAR marking from previous sheets	Use Paper to mode your pop-up card must be to scale render	l. The model and be fully	Pupils bein produce accurate out of their card colour and	creative, side design with skilful	Pupils being able to produce creative, accurate outside design of their card with skilful colour and rendering	Pupils being able to produce imaginative, accurate pop-up design for their card with skilful colour rendering and use typography/ mechanism	Pupils to being able to evaluate their own work - Using a red pen, explain what they are most proud of (your strengths) and what they would do differently next time (your targets)		
Homework		Rendering Shapes Worksheet								Research ROTA RECIPROCAT OSCILAT	ING AND							

Week	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	
W/C Date	07-Jan	14-Jan	21-Jan	28-Jan	04-Feb	11-Feb		25-Feb	04-Mar	11-Mar	18-Mar	25-Mar	01-Apr	08-Apr	1		
Topic	Q	Roll over week	Introduction to the Project Brief-Card Engineering	Pop up m	echanism	ND		Design Idea Front of Card		ND	Card Inside Modelling		Card Outside	Card Outside Design FRONT			
Key Objectives	ASSESSMENT AI FEEDBACK		Applying tones and shading with colour. Rendering with pencils		To develop modelling skills in card and produce a pop-up mechanism			presentation skills t range of design idea	il's creativity and through producing a s for a card based on of your choice	ASSESSMENT AI FEEDBACK		o pupil's modelling/ or the inside of the e mechanism		outside of your card ativity and accuracy			







Technology Department Year 7, long term planning

Assessment	Green pen STAR marking from previous sheets	Pupils understood how light effects shade and tone on an object	Pupils ability to pro samples pups using mechanisms	Green pen STAR marking from previous sheets	Pupils ability to pro Well annotated a rendering	nd coloured using	Green pen STAR marking from previous sheets	Use Paper to mode pop-up card. The scale and be f	model must be to	accurate outside o	o produce creative, design of their card ur and rendering	
Homework		Rendering Shapes Worksheet				Research ROTARY, LINEAR, RECIPROCATING AND OSCILATING.						

Week	35	36	37	38	39	40	41	42	43	44	45	46	46	
W/C Date	29-Apr	06-May	13-May	20-May		03-Jun	10-Jun	17-Jun	24-Jun	01-Jul	08-Jul	15-Jul	13-May	
Topic	Final Outside BACK	Final Design of POP-UP Card	Evaluation of Pup-Up Card	<u> </u>		Paper and boards	Die Cutting	Design ideas		•	•			
Key Objectives	ectives To manufacture the outside of your card demonstrating creativity and accuracy		To maximise To manufacture the outside of your card demonstrating creativity To maximise our level within your card demonstrating creativity To maximise our level within our design and your design and you											
Assessment			Pupils to being able to evaluate their own work - Using a red pen, explain what they are most proud of (your strengths) and what they would do differently next time (your targets)				make some packaging				Start of	Y8		