Technology Department Year 7, long term planning

Beckfoot Thornton — enjoy learn succeed
Beckfoot Trust — REMARKABLE LEARNING ENVIRONMENTS

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					

Department Year 7 grades 3-8 long term plan

🟩 (Green)	Assessment weeks
🟧 (Orange)	Moderation week
🟦 (Blue)	Data Capture
🟨 (Yellow)	STAR marking
🟪 (Purple)	Exit Poll

Key Skills to be Covered

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	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 mechanism		ASSESSMENT AND FEEDBACK	Design Idea Front of Card			ASSESSMENT AND FEEDBACK	Card Inside Modelling		Card Outside Design FRONT		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	To develop modelling skills in card and produce a pop-up mechanism			To develop pupil's creativity and presentation skills through producing a range of design ideas for a card based on an occasion of your choice				To further develop pupil's modelling/ creative thinking for the inside of the card using the mechanism		To manufacture the outside of your card demonstrating creativity and accuracy		To manufacture the outside of your card demonstrating creativity and 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	Pupils ability to produce accurate samples pups using a wide range of mechanisms		Green pen STAR marking from previous sheets	Pupils ability to produce creative ideas. Well annotated and coloured using rendering techniques			Green pen STAR marking from previous sheets	Use Paper to model the inside of your pop-up card. The model must be to scale and be fully rendered.		Pupils being able to produce creative, accurate outside design of their card with skilful colour and rendering		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 ROTARY, LINEAR, RECIPROCATING AND OSCILATING.								

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		
Topic	ASSESSMENT AND FEEDBACK	**Roll over week**	Introduction to the Project Brief-**Card Engineering**	Pop up mechanism		ASSESSMENT AND FEEDBACK		Design Idea Front of Card		ASSESSMENT AND FEEDBACK	Card Inside Modelling		Card Outside Design FRONT			
Key Objectives			Applying tones and shading with colour. Rendering with pencils	To develop modelling skills in card and produce a pop-up mechanism				To develop pupil's creativity and presentation skills through producing a range of design ideas for a card based on an occasion of your choice			To further develop pupil's modelling/ creative thinking for the inside of the card using the mechanism		To manufacture the outside of your card demonstrating creativity and accuracy			

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Assessment	Green pen STAR marking from previous sheets		Pupils understood how light effects shade and tone on an object	Pupils ability to produce accurate samples pups using a wide range of mechanisms	Green pen STAR marking from previous sheets		Pupils ability to produce creative ideas. Well annotated and coloured using rendering techniques	Green pen STAR marking from previous sheets	Use Paper to model the inside of your pop-up card. The model must be to scale and be fully rendered.		Pupils being able to produce creative, accurate outside design of their card with skilful colour 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			Paper and boards	Die Cutting	Design ideas					
Key Objectives	To manufacture the outside of your card demonstrating creativity and accuracy		To maximise our level within our design and make projects	ASSESSMENT AND FEEDBACK		Theory surround where paper comes from and specific types of paper and board	Industrial processes of paper and board – students use die cutter to make some packaging	Students add colour and decoration to their packaging.	Start of Y8				
Assessment	Pupils being able to produce creative, accurate outside design of their card with skilful colour and rendering		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)	Green pen STAR marking from previous sheets									