

Intent:

All - will produce a product to encourage wildlife into their garden.

Most - will successfully design and make a product to encourage wildlife into their garden.

Some - will independently design and make a product with some consideration of its environmental impact.

Term	Week/s	Topic/Theme <i>Steam</i>	Learning Outcomes Knowledge and Skills To know, to use, to apply...	Literacy Link Numeracy Link SMSC Link
Half Term 1	1	Research	Understand the impact of human activity on the environment and wildlife.	SMSC: Pollution / deforestation / habitats
ECO Project	2 - 3	Design – ECO Project	Existing products research Design of own idea Development of own idea Problem solving independently Selection of sustainable resources Appropriate dimensions selected	SMSC: Sustainability Numeracy: Dimensions
	4-7	ECO project 'Nurture our Nature'	Accurate marking out using ruler Independent production of outcome	Numeracy: Marking out at 90 degrees
Half Term 2	8-10	Finishing	Graphics designed on CorelDraw with help Graphics designed independently Use of environmentally friendly woodstain Independent use of heat press	SMSC: Environmentally friendly finishes
	11 - 12	Evaluation	Identify faults with own outcome Suggest how it could be improved	
Half Term 3 Kitchen Utensils	13-18	Recycling: Re-use of wood to make useful products	Materials science - Properties of woods Using templates / stencils	SMSC: Recycling / Carbon storage

Intended impact: In Year 9, students conduct their own ECO project in Design and Technology. Students are taught to consider the environment, animals and other people and to be as "Green" as possible. They each design a product to attract wildlife into their garden. In Year 9 the focus is on designing for a target market.

Note: Each Year 9 class will get three half terms in Technology and three half terms in Food Technology.

