

# Mulberry Academy Woodside

## KS4 Design & Technology (3D Design)

### Curriculum Overview 2025 - 2026

#### Curriculum Intent statement:

Design & Technology is an ambitious, inclusive, and knowledge and skills-rich curriculum that empowers all learners at Mulberry Academy Woodside to become creative, challenging thinkers who apply academic excellence to real-world design problems across Product Design, Textiles, and Food. Our curriculum ensures that every learner achieves their potential while developing a deep appreciation of the impact that design has on the world through innovative, hands-on learning.

This curriculum map covers the course as delivered to fulfil the requirements of the AQA GCSE 3D Design course. Divided into two distinct components, Component 1 is worth 60% of the overall GCSE qualification which begins from the first piece of work completed in year 10 until the last project completed before the ESA begins. Component 2 is worth 40% of the final GCSE grade and is amassed from the work completed in the ESA portfolio as well as the product produced in the final, 10 hour practical exam.

KS4		AUTUMN TERM		SPRING TERM		SUMMER TERM	
		TERM 1A	TERM 1B	TERM 2A	TERM 2B	TERM 3A	TERM 3B
YEAR 10	KNOWLEDGE (Investigation, Designing and Evaluation)	<b>Inspired Jewellery Box Project</b> Students will investigate the work of an existing artist, designer or design movement, applying their influence over an iterative design process to design a jewellery box.				<b>Flora &amp; Fauna</b> Students will be given the theme of 'Flora and Fauna' and following the AQA GCSE 3D Design Studies assessment objectives, they will follow a process of iterative design culminating in the design of a 3D product of their choosing, based on the theme of Flora & Fauna.	
	SKILLS (Making)	Students will mark out and construct several wood joints before effectively selecting appropriate media (including CAD/CAM) to decorate their box in a style akin to that of their chosen artist, designer or design movement.  -CAD/CAM. -Communication skills including drawing and annotation. -Problem solving. -Innovation through iterative design. -Understanding different ways of making through prototyping. -Finishing process to achieve a high-quality outcome. -Health and safety within a workshop.				Students will present a personal, 3D response to the theme of 'Flora & Fauna'. This item will be a scale model that is in direct response to their brief and will demonstrate a good understanding of visual language.  -CAD/CAM. -Communication skills including drawing and annotation. -Problem solving. -Innovation through iterative design. -Understanding different ways of making through prototyping. -Finishing process to achieve a high-quality outcome. -Health and safety within a workshop.	
YEAR 11	KNOWLEDGE (Investigation, Designing and Evaluation)	<b>Inspired Jewellery Box Project</b>		<b>ESA (Externally Set Assignment)</b> Students will complete their final, major project in preparation for their 10 hour practical exam. Several themes are set by the exam board, of which one is to be selected. Students will begin a			

		<p>Students will investigate the work of an existing artist, designer or design movement, applying their influence over an iterative design process to design a jewellery box.</p>	<p>process of investigation, design and development which will result in the conception of a 3D product of their choosing.</p>
	<p><b>SKILLS (Making)</b></p>	<p>Students will mark out and construct several wood joints before effectively selecting appropriate media (including CAD/CAM) to decorate their box in a style akin to that of their chosen artist, designer or design movement.</p> <ul style="list-style-type: none"> <li>-CAD/CAM.</li> <li>-Communication skills including drawing and annotation.</li> <li>-Problem solving.</li> <li>-Innovation through iterative design.</li> <li>-Understanding different ways of making through prototyping.</li> <li>-Finishing process to achieve a high-quality outcome.</li> <li>-Health and safety within a workshop.</li> </ul>	<p>In addition to a series of prototype models, students will (during their 10 hour exam) present a final, personal, 3D response to their independently selected theme. This item will be a scale model that is in direct response to their brief and will demonstrate a good understanding of visual language.</p> <ul style="list-style-type: none"> <li>-CAD/CAM.</li> <li>-Communication skills including drawing and annotation.</li> <li>-Problem solving.</li> <li>-Innovation through iterative design.</li> <li>-Understanding different ways of making through prototyping.</li> <li>-Finishing process to achieve a high-quality outcome.</li> <li>-Health and safety within a workshop.</li> </ul>