

Design

2026-2027

	Key Stage	Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Birch Wood Vale	Transition	TDH			2D Craft Clocks – investigate and explore features of a types of clocks. Design and explore materials to make 2D Craft Clocks.			3D Craft Clocks – explore, experiment with materials and methods to design and make a range of 3D Craft Clocks.
	KS3	Year 7		Geometric Clock Design Part 1 – explore the visual elements of line, shape, colour, and research clock designs.			Geometric Clock Design Part 2 – develop and design a geometric clock based on an artist links.	
		Year 8			Village Life Part 2 – develop produce a final 3D outcome a wooden toy and evaluate against the specifications.			The Parade Part 1– investigate a variety of buildings and themes of shops in a Parade and create a 3D outcome.
		Year 9		Geometric Wall Display Clock Part 2 – Design and develop ideas for a 2D Relief Clock based on personal Pop art style.			Landmark Toy – develop designs and produce a prototype for a wooden toy based on a variety of buildings in a city.	
	KS4	Year 10	Design Component 1: Project 1 – Creative Calligraphy & Advertisement investigate and explore a range of 2D lettering designs using media and materials.	Design Component 1: Project 1 – Creative Calligraphy design and develop a Graphic Advertisement using a range of styles and techniques.	Design Component 1: Project 2 – Sports Promotional Design, investigate and present designers of sportswear, products, and associated sports.	Design Component 1: Project 2 – Sports Promotional Design, generate ideas from the selected sports and sporting products.	Design Component 1: Project 2 – Sports Promotional Design, develop conceptual ideas for a sports P.O.S. Stand.	Design Component 1: Project 2 – Sports Promotional Design, develop and make a 3D outcome of the conceptual P.O.S Stand ideas.
		Year 11	Design Component 1: Project 2 – Sports Promotional Design, develop conceptual ideas for a sports P.O.S. Stand.	Design Component 1: Project 2 – Sports Promotional Design, develop and make a 3D outcome of the conceptual P.O.S Stand ideas.	Design Component 2: Examination Project, investigate and research a selected starting point.	Design Component 2: Examination Project, investigate artists and designers based on a theme of the starting point.	Design Component 2: Examination Project, develop ideas based on a theme and produce an outcome.	Improve all coursework projects. Complete all annotations and evaluations throughout all coursework and examination work.
	Ashton House	KS3	The Yard	Home Sweet Home – investigate and explore features of a house and designing and making a porotype open house template design.			The Parade Part 1 – investigate a variety of buildings and themes of shops in a Parade.	
The Den			The Parade Part 1– investigate a variety of buildings and themes of shops in a Parade and create a 3D outcome.			The Parade Part 2 – Develop range of ideas for themes for shop design in a Parade and create a 2D/3D outcome.		
KS4		The Nook/Hive (Design)	Following the GCSE Design Yr. 10 & Yr. 11 LTP					

