Baines School
Design Technology

Continue your lifelong love of learning and personal development

B&FC BLACKPOOL AND THE FYLDE COLLEGE

BLACKPOOL SIXTH

cardinal Newman college

Post-16 Options

A Levels?

Vocational?

Graphic Design A Level
Photography A Level
Lvl 3 Engineering
A Level Electronics
Bakery Lvl 2
Culinary Skills Lvl 2
Construction Lvl 3 Pathways
Photography Lvl 2/3

Apply for post-16 option(s)

YEAR 11

AQA Art & Design: Photography

Conclude 60% coursework
Exam Question Prep and final 10 hour exam(40%)
10-hour practical exam question carried out
Students revisit coursework (60%) before final submission

Mini-Photography Workshops
Contributes towards 60% coursework
Basic skills
Photo capture
Photo manipulation
Holiday Montage
Light Graffiti
Joiner Photography
All About Me
Rankin: Destroy
Dual Exposure
Practice Y11 exam style question (40%)

AQA Art & Design: Product Design

60% Coursework Project
Illumination Project
Exam question prep (40%)
Final 10-hour exam (40%)
Sketchbook/portfolio work
CAD/CAM
Designer/artist research

60% Coursework Projects
Zoo commissioned projects
Sketchbook/portfolio work
CAD/CAM
Commence Illumination Project
Designer/artist research
Annotation skills

Eduqas Lvl 2 Construction in the Built Environment

Component 1: Construction Technology (Theory – End of Y11 Paper Exam)
Learning Aim C: Explore how superstructures are constructed
Learning Aim D: Understand the work of the construction industry
Component 3: Construction & Design
Clients' needs / Constraints on design / Client brief / Sketching techniques / Sketching ideas

Component 1: Construction Technology
Learning Aim A: Understand performance requirements in low-rise construction.
Learning Aim B: Explore sub-structures in low rise construction.
Component 2 Construction in Practise
Risk assessments / measuring marking and setting out /tools and materials / jointing and incorporating of materials / accuracy / dimension checks.

Eduqas Lvl 2 Hospitality & Catering

Unit 1: The Hospitality & Catering Industry (Theory – End of Y11 Paper Exam)
H&S refresher / EHO / Customer requirements
Industry operations & workings
Unit 2: Hospitality & Catering in Action (NEA)
Build on Y10, working towards unit 2 NEA controlled assessment completion

Unit 1: The Hospitality & Catering Industry (Theory – End of Y11 Paper Exam)
Food safety / HACCAP / Food illness / Menu planning / Production & presentation techniques
Unit 2: Hospitality & Catering in Action (NEA)
Preparation, presentation & production techniques / Food safety / Nutrition / Reviewing dishes

YEAR 10

Photography
Students will explore the world of photography, different camera resources, explore different stimuli and the world of digital photo manipulation.

Catering
Students will plan, design and make 4/5 original dishes, explore the use of different tools/resources and ingredients within an industry style kitchen, and will also learn about the Eatwell Guide so as to promote a healthy lifestyle.
Example dishes – Thai Fish Cakes

Architecture
Students will engage in architectural design, produce drawings using two-point perspective, study work by Frank Gehry, produce large conceptual drawings showing different viewpoints of a building and produce 3D architectural models

Angle Poise Lamp
Students design and make an angle poise lamp in wood. The design includes a recycled element that forms the lamp shade. Pupils consider the form, aesthetics and also the sustainability of their design choice. Pupils solder a circuit board which forms the light powered by USB. .

Options – 3D Product Design, Photography, Hospitality & Catering, Construction

YEAR 9

Catering
Students will plan, design and make 4/5 original dishes, explore the use of different tools/resources and ingredients within an industry style kitchen, and will also learn about the Eatwell Guide so as to promote a healthy lifestyle.
Example dishes – Lamb Koftas

Electronics (steady hand game)
Students design and make a steady hand game. Students solder a functioning circuit, so when their handle touches the wire a buzzer sounds. Students learn about electronic components and printed circuit boards.

Trainer Prototypes
Students will learn about prototypes, branding, specifications, clients needs, anthropometrics, ergonomics, and develop practical skills in cutting, moulding card to build a 3D prototype.

Block Bots
Students will design and produce a wooden desktop "Block Bot" figure/toy. Knowledge of wood, materials, choice of suitable tools, design making and evaluating, traditional workshop tools and knowledge.

KEY KNOWLEDGE – DESIGN TECHNIQUES

KEY SKILLS – APPLYING DESIGN TECHNIQUES

YEAR 8

Maze Game
Using workshop tools and developing practical skills such as measuring, cutting, planning etc., students will develop a small travel size wooden & acrylic puzzle hand held game. Product design, workshop experience, hand tools, materials, measuring, cutting

Catering
Students will plan, design and make 4/5 original dishes, explore the use of different tools/resources and ingredients within an industry style kitchen, and will also learn about the Eatwell Guide so as to promote a healthy lifestyle.
Example dishes – Pizza Toast, Veg Cous Cous.

Textiles
Students design and create a crest inspired by Baines School and student individual likes. Knowledge of fabrics, sewing techniques, colour theory, choice of materials, design making and evaluating.

Typography
Students will explore the art of typography, so as to be able to arrange type to make written language stylistic, artistic and legible.
Presentation skills
Graphics
Stylistic language
Font & colour choice

YEAR 7

DESIGN | MAKE | EVALUATE