

Culcheth High School Key Stage 4 Curriculum Map 2026 - 2027

Subject: GCSE Design and Technology Year 10

Exam Board: AQA



	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
	Working with Timber		Working with Papers and boards / Thermoplastics		Working with Papers and boards / The work of others	PPE / NEA
Key Concepts	Classroom based theory: 1 lesson per week dedicated to theory work and exam preparation.	Classroom based theory: 1 lesson per week dedicated to theory work and exam preparation.	Classroom based theory: 1 lesson per week dedicated to theory work and exam preparation.	Classroom based theory: 1 lesson per week dedicated to theory work and exam preparation.	Classroom based theory: 1 lesson per week dedicated to theory work and exam preparation.	Classroom based theory: 1 lesson per week dedicated to theory work and exam preparation, apart from the week before PPEs when all lessons are focused on exam preparation.
	Workshop based theory (jointed timber frame box with lid): - Health and safety in the workshop - Following working drawings to make accurate products - Marking out timber - Using hand tools to cut and shape natural timber	Workshop based theory (jointed timber frame box with lid): - Health and safety in the workshop - Timber frame joint assembly and adhesion - Combining natural timber and manufactured board - Planing and sanding timber	Workshop based theory (board game prototype): - Use of CAD to generate surface graphics - Laser cut nets from grey board - Cutting and assembling nets from papers and boards - Safe and correct use of cutting equipment	Workshop based theory (board game prototype): - Laser cut frames for game tray - Laser cutting acrylic counters - Use of adhesives, tape, papers and boards to construct the game board and box - Laser cut frame for tray	Workshop based theory (Memphis X IKEA furniture design): - Researching Memphis design and IKEA storage furniture - Sketching and annotation of design ideas - Using models to develop designs - Correct use of equipment to work safely with corrugated cardboard	Workshop based theory (NEA): - Introduction to the NEA - Choosing a design challenge - Generating a mood board - Investigating client needs and wants

	- Marking out and cutting a variety of wood joints - Researching Bauhaus (for lid design)	- Using hand tools to mark out and cut box in two - Using a lip to create a box with removable lid - Using CAD/CAM to cut a logo in MDF and acrylic - Applying a surface finish to the completed box		Vacuum formed tray insert to organise game components	Adhesion with masking tape, glue sticks and hot glue	Generating a client profile
Themes	Subject knowledge in preparation for NEA and exams: - Focus on timber based materials - Verbal and written evidence of understanding - Exam style question practice - Short answer and extended response questions - Tested on the multiple-choice format in the style of Section A in the exam - Practical skills assessed in accordance with predetermined success criteria - Accuracy of practical work in relation to	Subject knowledge in preparation for NEA and exams: - Focus on timber based materials - Verbal and written evidence of understanding - Exam style question practice - Short answer and extended response questions - Tested on the multiple-choice format in the style of Section A in the exam - Practical skills assessed in accordance with predetermined success criteria - Accuracy of practical work in relation to	Subject knowledge in preparation for NEA and exams: - Focus on papers and boards - Verbal and written evidence of understanding - Exam style question practice - Short answer and extended response questions - Tested on the multiple-choice format in the style of Section A in the exam - Practical skills assessed in accordance with predetermined success criteria - Accuracy of practical work in relation to	Subject knowledge in preparation for NEA and exams: - Focus on polymers - Verbal and written evidence of understanding - Exam style question practice - Short answer and extended response questions - Tested on the multiple-choice format in the style of Section A in the exam - Practical skills assessed in accordance with predetermined success criteria - Accuracy of practical work in relation to	Subject knowledge in preparation for NEA and exams: - Design movements and the Memphis movement - Focus on papers and boards - Understanding modelling for development - Cutting and scoring card accurately - Evaluation of design and development work	Year 10 PPE: - Preparation for and first experience of a GCSE exam - Exam sections A-C and different types of questions - Practice exam questions NEA: - Section A (identify and investigate) - Task Analysis - Client profile

	working drawings	working drawings	working drawings	working drawings		
Writing whole school literacy focus	- Reading and understanding working drawings - Written notes in exercise books - Practice exam questions - Multiple choice, short, medium and long answer questions - Subject specific terminology	- Reading and understanding working drawings - Written notes in exercise books - Practice exam questions - Multiple choice, short, medium and long answer questions - Subject specific terminology	- Using computer GUI - Written notes in exercise books - Practice exam questions - Multiple choice, short, medium and long answer questions - Subject specific terminology	- Using computer GUI - Written notes in exercise books - Practice exam questions - Multiple choice, short, medium and long answer questions - Subject specific terminology	- Written notes in exercise books - Reading about historic designers and movements - Practice exam questions - Multiple choice, short, medium and long answer questions - Subject specific terminology	- Learning, memorising and understanding key vocabulary - Practising written answers to sample exam questions - Analysis of AQA design challenges - Generating a detailed task analysis - Written introduction and case study of a chosen user/client - Analysis and justification of user needs and wants
Spiritual, Moral, Social and Cultural theme (SMSC) Fundamental British Values	- People, culture, society, sustainability, moral and ethical approaches to design, market pull - Environmental factors	- Responding to user needs, environmental, social and economic challenge, the work of others and their influence on design and society - Communicating with images to	- Developing a product for a specific age group or family-friendly audience - Selecting appropriate themes and imagery - Ensuring written instructions are appropriate and accessible for	- Following through with the responsibility of completing a given task - Understanding the impact of influential designers - Independent study and revision skills	- User based research, selecting a client and identifying their wants and needs - Researching products and generating a design brief and specification commensurate with the wants	- People, culture, society, sustainability, moral and ethical approaches to design, market pull - Environmental factors

		reduce language barriers	the intended audience - Understanding the user's needs and wants - Consideration of product safety for the user - Awareness of legal responsibilities of designers and manufacturers	- Sustainability of papers and boards - Evaluating products for different intended users	and needs of the user	
Key Assessment Foci, suggested Assessments and Feedback week	- QMA 1 (week 5) Sample exam questions relating to content covered to date - On-going verbal feedback and discussion - Interim feedback of success criteria met so far with on-going wooden box progress	- QMA 2 (week 15) Practical outcome for wooden box - On-going verbal feedback and discussion - Assessment of completed wooden box based on success criteria met	- QMA 3 (week 21) Sample exam questions relating to content covered to date - On-going verbal feedback and discussion - Interim feedback of success criteria met so far with on-going board game progress	- On-going verbal feedback and discussion - Assessment of completed board game based on success criteria met	- QMA 4 (week 29) Board game project completed portfolio - On-going verbal feedback and discussion	- PPE (week 36) Marked and moderated within department - Section A of the NEA starts; on-going completion of work is checked against success criteria at end of term
Special Events						PPE (week 36) - PPE (week 36) - NEA design challenges issued after 1st June - NEA Section A commences formally (week 38)