

Holly Lodge Curriculum: Design & Technology

All timings are approximate and will be adapted in line with our responsive teaching

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 7	Papers, boards and timbers: Chair Design and Realisation	Papers, boards and timbers: Chair Design and Realisation	Polymers and Metals: Pewter Pendant	Food Technology: Key Skills and Dishes	Food Technology: Key Skills and Dishes	Textiles: Biomimicry Keyring; Computer Aided Design
Year 8	Types of motion, Motorised Vehicle, Gears & Pulleys: Cam Toy	Types of motion, Motorised Vehicle, Gears & Pulleys: Cam Toy	Electronics: USB Can Light	Textiles: Pencil Case; CAD/CAM	Food Technology: Advanced Dishes, Nutrition and Social Contexts	Food Technology: Advanced Dishes, Nutrition and Social Contexts
Year 9	Principles of Design: Passive Amplifier	Principles of Manufacture: Bridle Joint Lamp	Principles of Manufacture: Bridle Joint Lamp	Engineering: Motorised Vehicle	CAD and 2D Design	CAD and 2D Design
Year 10	NEA: Timepieces	NEA: Timepieces	NEA: Trolley Token	NEA: Trolley Token	NEA: Trolley Token	Design Investigation
Year 11	Production and Evaluation	Energy and Materials	Mechanics; Ecological and Social Footprints	Production; Timbers and Design Icons	Principles and Tools of Production	
Year 12						
Year 13						

Note: Units are rotated to allow us to make best use of the school's practical facilities so sequence may differ from that shown.

Ambition, Opportunity, Community