Key Stage 5 - Year 12 Product Design Practical - 2022/23



Half Term 1: 5 th September – 21 st October (7 weeks)								Half T	Half Term 2	
Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7		Week 8	Week 9	
Manufacture of the Lighting Project 3.1.2 Performance characteristics of materials 3.1.4 Forming, redistribution and addition processes 3.2.6 Selecting appropriate tools, equipment and processes							Holiday	Manufacture of the Lighting Project		
Half Term 2: 31 st October – 16 th December (7 weeks)							Half Term 3: 3 rd January - 10 th February (6 weeks)			
Week 10	Week 11	Week 12	Week 13	Week 14			Week 15	Week 16	Week 17	
mail 3.1.4 Forming, redist	e characteristics of erials tribution and addition cesses	Manufacture of Pewter Cast Item for the Light 3.1.2 Performance characteristics of materials 3.1.4 Forming, redistribution and addition processes 3.2.6 Selecting appropriate tools, equipment and processes			Holiday	Holiday	Manufacture of Composite base 3.1.2 Performance characteristics of materials 3.1.4 Forming, redistribution and addition processes 3.2.6 Selecting appropriate tools, equipment and processes			
Half Term 3: 3 rd January - 10 th February (6 weeks)						Half Term 4: 20 th February – 31 st March (6 weeks)				
Week 18	Week 19	Week 20		Week 21	Week 22	Week 23	Week 24	Week 25	Week 26	
NEA Practice Project – Lighting unit AO1 - Identify, investigate & outline design possibilities			Holiday	NEA Practice Project AO2 Design & make proto purpose	NEA Practice Pro otypes that are fit for A		oject – Lighting unit NEA Final Project Preparation and O3 identification of need. nd Evaluate			
	Holiday			Half Term 5: 17 th Apri	I–26 th May (6 weeks)		Half Term 6			
Holiday		Week 27	Week 28	Week 29	Week 30	Week 31	Week 32		Week 33	
		NEA Project	NEA Final Project – Individual Project Choice AO1 Identify, investigate & outline design possibilities			NEA Project		Holiday	NEA Project	
						Curriculum Intent:				
Week 34	Week 35	Week 36	Week 37	Week 38	Week 39	This creative and thought-provoking qualification gives students the practical skills, theoretical knowledge and confidence to succeed in a number of careers. Especially				
AU2						those in the creative industries. They will investigate historical, social, cultural, environmental and economic influences on design and technology, whilst enjoying opportunities to put their learning in to practice by producing prototypes of their choice.				