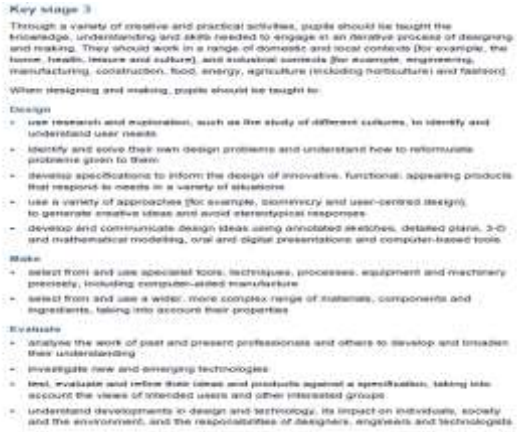
Overview Document 2026/27	Curriculum Area: Design and Technology	Year Group: 7
	Personnel Responsible: SBR	Quality Assured by: JAN

Cycle	Topic/Unit Title – *Big Question*	Content Coverage	Skill development and links to other areas of this subject's curriculum
1, 2 ,3 and 4	How do graphic designers combine functionality and creative ideas?	• Students are introduced to working in a practical space; learning how to use various materials and equipment safely. • They will learn how to analyse a product and also learn about the different factors that can affect a product using ACCESSFM; create their own product specification and design brief to fulfil the project primary objective (To design a Pop-up card). • Practical skills are underpinned with theory lessons which explore both design intent and constructability (predominantly the construction of nets). Students will learn about the process a graphic designer must follow to ensure their product meets user needs. Students will utilize equipment to create a variety of different pop-up card techniques. • By the end of the project students will be able to Design, Make and Evaluate.	○ Using scissors, craft knives and cutting mats safely. ○ Be able to design a product in cohesion with a design brief and product specifications (that targets a specific market). The design process will be documented throughout their work using a range of techniques. ○ Understand how to use subject specific equipment and in lessons via LC demonstations or practical tasks. ○ Reflect on their work and how they would change and develop it if they were to do it again via evaluation. The Keystage 3 Design and Technology Programme of Study: