Overview Document 2026/2027	Curriculum Area: Design and Technology	Year Group: 9
	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	What application techniques can we use to design and make a textile product?	• Students are introduced to working in a practical space; learning how to use various materials and equipment safely. • They will 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 and create a textile bag using the following techniques: tagging, applique and tie-dyeing). • Practical skills are underpinned with theory lessons which explore both design intent and constructability. Students will learn about the process a textile designer must follow to ensure their product meets user needs. • By the end of the project students will be able to Design, Make and Evaluate.	○ Using equipment and materials safely. ○ Revisit ACCESSFM and the design cycle from Year 7 / 8. ○ Develop sewing skills learned in Year 8. ○ Learn new skills such as tagging andie-dyeing. ○ 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. ○ Understand material properties and how this can determine a products capability. ○ 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: