

3-Dimensional Design

Hours Per Week: 3

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 10	Knowledge/content: One-point perspective Two-point perspective Three-point perspective Application/skill: Drawing in 3D using construction lines and vanishing points.	Knowledge/content: Sample practical lessons covering a range of wood joinery methods. Use 2D Design to re-create drawing using lines, contours, and vectors.	Knowledge/content: CAD/CAM Learning how to render using a computer software package. Application/skill: Model making: CAD/CAM design and making Working in 2D Design	Y10 – Component one: Assessment Objective 1: developing ideas through investigations, demonstrating an understanding of the source. Knowledge/content: Task analysis. Mind map inclusion ACCESSFM: considering key points for Task analysis.	Assessment Objective 1: developing ideas through investigations, demonstrating an understanding of the source. Knowledge/content: Designer research: How will the designs inspire the pupils' own projects.	Assessment Objective 1: developing ideas Knowledge/content: Concept sketches: how can the research be tied together. Skill development: to select the appropriate materials and processes to make final product. Assessment Objective 2: Refine work by exploring ideas
Year 11	Assessment Objective 4: Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language. Coursework deadline end of December		Externally set task: select a theme from the OCR exam paper.		Externally set task: select a theme from the OCR exam paper - <i>continued</i>	