



Topic name	Rotation	Skills developed (Research, Design, Make, Evaluate)	Link to NC subject content	Prior learning	Next link in the curriculum
This unit develops practical design skills through projects in furniture, jewellery, and product design linked to science. Students research, design, and create models while learning teamwork and technical techniques. It connects design with culture and real-world applications. Creative Design Project – Unit Overview In this 9-week project, students will explore key design movements including Art Deco, Pop Art, and Memphis to inspire their own creative outcomes. They will begin by researching these styles and developing design ideas for a piece of furniture, learning how to draw to scale and build card prototypes using modelling techniques. Once their models are completed and evaluated, the focus will shift to branding and accessory design. Students will research the jewellery brand Tatty Devine, then design and make their own acrylic jewellery using CAD software and laser cutting, with an emphasis on safe and accurate making skills. In the final weeks, the project takes a cross-curricular turn into science and product design,	Product Design	Research Students will investigate different design movements such as Art Deco, Pop Art, and Memphis, learning to identify key styles and features. They will also research established brands like Tatty Devine to understand market trends and brand identity. Design Learners will generate multiple creative ideas inspired by their research, practise drawing furniture and jewellery designs accurately to scale, and develop packaging concepts that combine function and style. Make Students will apply practical skills by constructing detailed card models of furniture, designing jewellery using computer-aided design (CAD) software, operating laser cutting machines safely, and assembling acrylic jewellery and packaging prototypes with attention to quality and finish. Evaluate Throughout the unit, students will critically assess their own and others' work using structured	Research Investigate and analyse a range of existing products, and understand developments in design and technology, including their impact on individuals, society, and the environment. Students explore design movements and brands to build knowledge and inspiration. Design Generate, develop, model, and communicate ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces, and computer-aided design. Students create and refine designs, using scale drawings and CAD software. Make Select and use specialist tools, techniques, processes, equipment, and machinery precisely, including computer-aided manufacture. Students build physical models, use laser cutters, and assemble jewellery and packaging safely and accurately.	This unit builds on prior learning by developing students' understanding of how design movements influence style and ideas. It enhances skills in researching, analysing, and creating design ideas inspired by Art Deco, Pop Art, and Memphis. Students build on previous experience with sketching, technical drawing, and model-making, focusing on accuracy and practical construction techniques. Teamwork skills developed in earlier projects support effective collaboration during group design tasks. The unit links directly to the science curriculum, especially chemistry, through designing bath bombs, where students apply knowledge of	The unit develops essential skills in research, design, technical drawing, model-making, and teamwork, while also providing design skills relevant to textiles and the ability to apply user-centred ideas in food technology. The projects enable learners to link their chemistry lessons to real-life manufacturing processes, particularly through product design involving chemical reactions. The main aim is to provide learners with short, engaging projects that build confidence and practical skills. For many students, this unit serves as an excellent pre-



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where students will explore the formulation of bath bombs and create branded packaging to house their own product. Throughout the project, students will build creative confidence, develop practical and digital making skills, and learn how to evaluate their work and give feedback to others.		tools like ACCESS FM. They will learn to give and receive constructive feedback, reflect on how well their designs meet the brief, and suggest improvements to enhance their final products.	Evaluate Analyse the work of others and evaluate ideas and products against design specifications and wider issues. Students use peer and self-assessment tools to reflect on design effectiveness and suggest improvements.	chemical reactions in product planning. Cross-curricular connections with art, history, and English strengthen visual and written communication. Overall, this unit consolidates and extends practical, creative, scientific, and evaluative skills, preparing students for more complex design challenges.	options project or a final Design and Technology experience at West Kirby Grammar School.