	Biomimicry Project Students will design and make a product based on Biomimicry of Nature.	**Hat Project (Textiles)** Students will design and make a Bucket Hat for a *festival* based on a chosen Art movement.
Students will have the opportunity to complete 2 rotations of Design Technology during the course of the year Transferable skills - Problem-solving - Creativity - Critical thinking - Time management - Research skills - Decision-making - Resilience / perseverance - Practical and technical skills - Digital skills (e.g., CAD) - Evaluation and analysis - Attention to detail	**Key Concepts/ Skills** - Sustainability (Global Goals) - Oblique Projection - Designing Skills - Research Skills - Quick Sketches - Prototype Development - Evaluation	**Key Concepts/ Skills** - Textiles Industry - Fast Fashion - Sustainability (6 Rs) - Designing Skills - Sewing Machine Skills - Cutting a Pattern - Embroidery Skills - Batik/Tie Dye/Screen Printing - Evaluation

Assessment	**Reading**
Practical work completed	- Project brief and specification - Contextual research pages (text + images)

Enrichment	**Careers**	**Useful resources and revision**

- Extra-curricular Trips - After school Clubs - Local/School Competitions - STEM Workshops	Product Designer/Design Engineer/Industrial Designer/Environmental Designer/Mechanical Engineer/Fashion Designer/Textile Designer/Pattern Cutter/Garment Technologist/Costume Designer	**BBC Bitesize** – Clear explanations, short videos, and quizzes for GCSE Design & Technology topics. **Seneca Learning** – Interactive revision with quizzes and exam-style questions