The Fisher Way: Curriculum

The Fisher Way aims to educate and inspire with joy, faith and love because we are an inclusive Catholic community.

Successful and resilient learners who aspire to and achieve excellence

Confident individuals who can explore and communicate effectively

Responsible citizens who are active, loving and wise in all their endeavours

Subject	Product Design
Year Group	Year 10
Intent	**Successful and Resilient Learners:** who use creativity and imagination to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. **Confident Individuals:** Who are able to solve practical problems by taking risks, being resourceful, innovative, and enterprising. **Responsible Citizens:** who recognise the effects their work can have on others and the environment and are able to make a positive contribution to the creativity, culture, wealth and well-being of their community.
Narrative	

	Year 10 looks in much greater depth at the theoretical aspects of the course. By the end of the year learners will have a detailed knowledge and understanding of Materials and Processes, Manufacturing Systems, History of Design, Design and the Environment, Health and Safety, Packaging, Ergonomics and Anthropometrics. This will prepare them for the written paper that they will take at the end oy Y11					
Half term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Knowledge (topics studied)	• Packaging • Colour Theory	• Ergonomics and Anthropometrics • Manufacturing Processes • Properties of Materials	• Roles and Responsibilities of the Designer • Design & The Environment	• History of Design • Colour Theory	• Safety in Design • New and Emerging Technologies	NEA Prep
Key skills	ICT - 2D CAD - Corel Draw	Measuring skills, Modelling, Designing	Exam technique	ICT Skills- Communication skills	Analytical skills / Risk Assessment	ICT Skills / Research /analysis skills
Cultural capital	Helping learners to become informed consumers. Helping learners to have an understanding and appreciation of how colour can be used in a variety of situations **Careers** – Learners are taught about the role of professional designers – specifically	Helping learners to become informed consumers. Helping learners to have an understanding and appreciation of ergonomic which can be applied in their everyday lives **Careers** – Learners are taught about the role of Ergonomists and Materials Scientists	Helping learners to become informed consumers and to understand how their actions can have an impact on the environment and how any negative impact can be minimised **Careers** – Learners are taught about the role of professional designers.	Helping learners to become informed consumers and to understand how design styles have changed over time. Developing an appreciation of 'good design' which they are able to apply to their own homes. **Careers** – Learners are taught about the professional	Helping learners to be able to identify risks/hazards when carrying out a range of activities and put in suitable control measures to minimise the risks to themselves and others. **Careers** – Learners are taught about some of the new job opportunities related to future developments /	Helping learners to be able to adopt a structured approach to solve problems. **Careers** – Learners are taught about the role of professional designers. Problem solving skills are at the heart of the work.

	graphical / package designers. Problem solving skills are at the heart of the work.			designers from the past.	emerging Technologies	
Assessment	Workbook grading, Practical Assessment, End of topic test	Workbook grading, End of topic tests	Workbook grading, End of topic tests	Workbook grading, End of topic tests	Workbook grading, End of topic tests	