

Year 7 Curriculum Overview (2026-2027)

Subject: Design and Technology

Table Cricket Bat

Autumn Term	Knowledge & Understanding			Opportunity for Literacy Skills	Employability Skills	Assessment Opportunity
	Composites	Components	Formal Retrieval			
	- Understand the concept of inclusive design and how products can be designed to meet the needs of a wide range of users. - Explore the impact of design and technology on individuals, society and the environment. - Recognise the responsibilities of designers, engineers and technologists in creating inclusive	- Identify and understand the working properties of softwood (pine). - Safely use workshop tools and equipment for marking out, cutting and shaping materials. - Understand the purpose and application of finger joints within products. - Produce a table cricket bat using accurate marking out and manufacturing techniques.	- Recall and apply key vocabulary: inclusive design, pine, marking out, finger joint, bandfacer, vinyl plotter, CAD and CAM. - Understand how CAD designs are created and how CAM equipment (vinyl plotter) is used in manufacture. - Explain the links between design, manufacture and evaluation. - Build on KS2 knowledge of	- Use key D&T vocabulary accurately. - Explain design ideas and decisions. - Follow written instructions and manufacturing sequences. - Discuss progress and outcomes. - Retrieval activities using technical vocabulary. - Write evaluations using subject-specific language.	- Problem-solving. - Creativity and innovation. - Practical skills and craftsmanship. - Organisation and time management. - Digital literacy through CAD/CAM. - Self-evaluation and reflection.	- Plenary quizzes and questioning. - Assessment of research tasks. - Assessment of making skills. - Teacher feedback during practical work. - Retrieval quizzes. - Assessment of designing, making and evaluating outcomes.

