



Navigator

Navigator Curriculum - Formal Curriculum

- A formal academic curriculum for students closer to age related expectations.
- Aspirational and challenging.
- It is typically for our children with high functioning autism or moderate learning difficulties.
- A broad and balanced secondary curriculum.
- Leads to good GCSE, Level 1 and Level 2 outcomes.
- Subjects become more specialist.

7N - Navigator Curriculum – Long Term Plan D.T

	2020 – 2021 Autumn 1 Unit 1	2020 – 2021 Autumn 2 Unit 2	2020 – 2021 Spring 1 Unit 3	2020 – 2021 Spring 2 Unit 4	2020 – 2021 Summer 1 Unit 5	2020 – 2021 Summer 2 Unit 6
Year 7	<p>Topic: Health and Safety and Mobile Phone Holder</p> <p>Key questions: What are the rules for the workshop? When can you use a hand tool or machine in the workshop? When should the Emergency stop buttons be used? What are the fire/lockdown procedures? Mobile Phone Holder: What is the Shaker Design Style? What are the shapes we are using? What material are we</p>	<p>Topic: Shoe Tying Aid</p> <p>Key questions: What is the name of a famous shoe designer? What is a feature of their designs? What is a specification? What is 'Ergonomics'? What are man-made boards? Why do we make and use templates? What tools are used to cut and shape MDF? How do we make the holes safely? Does your shoe tying aid look like your design? Who are the two</p>	<p>Topic: Enamelled, Copper Pendant</p> <p>Key questions: Who is Mondrian and explain what he is famous for? What is a specification and what is in yours? How many classes of metal are there? What metal are we using, Where is it commonly used? Can you name any other metals which are non-ferrous? What are their properties? What are the H&S issues working with sheet metals? What tools do we use to cut</p>	<p>Topic: Acrylic Key Tag</p> <p>Key questions: Who is Salvador Dali? What sort of art is he famous for? Can you Identify features of his art? What are the two types of plastic? Where does Plastic come from? What is specification? What is 'Ergonomics'? What makes a good shape for a key tag? Name the shapes. What tools do we use to cut and shape acrylic? How do we finish the edges of acrylic?</p>	<p>Topic: Steel Bug 1</p> <p>Key questions: What is the 'Steampunk' design style? What are some of the features of Steampunk? How many classes of metal are there? What metal are we using, Where is it commonly used? Can you name any other metals? What are their properties? What is a permanent and non-permanent joint? What are the H&S issues with spotwelder/ glue gun?</p>	<p>Topic: Shopping list holder</p> <p>Key questions: What tools do we use to cut and shape steel? What are the H&S issues working with sheet metals? What steampunk features could you include in your design? Identify common products that are spot welded. How many ways do you know to stop steel rusting?</p>

<p>using? Name one joint we are using. What are the names of tools for measuring, marking out and sawing straight cuts. How do we carry/ use these tool? Why is it better to recycle materials? What is an adhesive for wood? What are the basic features of 'Sketchup'?</p> <p><u>Key skills and knowledge:</u> Introduce Health and Safety. FPT Make a wooden phone holder, Properties of Pine. Use basic wood work skills: sawing straight cuts, using pillar drill, using jigs. Assembling dry and gluing up. Basic features of sketchup, use of publisher/ IT skills.</p> <p><u>Assessment outcome:</u> Base line assessment for: Health and Safety. Making skills, Use of basic wood work skills. Use of CAD, research and IT skills.</p>	<p>types of user? How is MDF made?</p> <p><u>Key skills and knowledge:</u> Make a MDF shoe-tying aid, properties of MDF. Basic research skills, Supported design of shape. Use basic wood work skills (linked to English) curved sawing, drilling holes, marking out, Compare outcome to design.</p> <p><u>Assessment outcomes:</u> Design, CAD Sketchup, Template, marking out, cutting shaping curves. Accurate drilling and finish. Practise tying knots! Man-made boards MDF. Evaluate against the specification.</p>	<p>and shape sheet metals? Why are products enamelled? How do we enamel copper? What are the H&S issues with enamel and using the kiln?</p> <p><u>Key skills and knowledge:</u> Design and make copper pendant with design element based on Mondrian, properties of Copper. Basic research skills, Supported design of shape. Use basic metal work skills (linked to English) curved/ straight sawing, tinsnips/ guillotine, drilling holes, marking out, Enamelling, H&S Compare outcome to design.</p> <p><u>Assessment outcomes:</u> Introduced to metals: copper- non -ferrous. Design simple Mondrian based pendant. Model and make/ template, marking out copper, cutting, shaping and finishing. Use of Enamel. H&S issues. Evaluate.</p>	<p>How do we make holes safely in acrylic? How can we bend and shape our acrylic? What are the H&S issues with the strip heater/ vacuum former? Does the key tag work? does it look good? Will it be used?</p> <p><u>Key skills and knowledge:</u> Design and make Acrylic(plastic) key tag based on design from Salvador Dahli, properties of Acrylic. Basic research skills, Supported design of shape. Use basic plastic work skills (linked to English) curved/ straight sawing, filing/ wet and dry, polish, drilling holes, marking out, heating: Strip heater/ vacuum former, H&S Compare outcome to design.</p> <p><u>Assessment outcomes:</u> Investigate properties of acrylic. Design a template and use to mark out, shape, finish. Use of heat to form and shape acrylic. Test and evaluate.</p>	<p><u>Key skills and knowledge:</u> Design and make steel bug with design element based on steampunk, properties of steel. Research skills, Identify key features. Supported design of shape. Use basic metal work skills (linked to English) curved/ straight sawing, tinsnips/ guillotine, drilling holes, marking out, spot welding, H&S Compare outcome to design.</p> <p><u>Assessment outcomes:</u> design, Model+Template, properties of steel and ferrous metals, marking out, cutting shaping fiing curves. Spot welding and finish.</p>	<p><u>Key skills and knowledge:</u> Design and make steel bug with design element based on steampunk, properties of steel. Research skills, Identify key features. Supported design of shape. Use basic metal work skills (linked to English) curved/ straight sawing, tinsnips/ guillotine, drilling holes, marking out, spot welding, H&S Compare outcome to design.</p> <p><u>Assessment outcome:</u> Adding features, use glue gun/ epoxy. Test against specification, features used and art style.</p>	<p><u>Key skills and knowledge:</u> Design and make steel bug with design element based on steampunk, properties of steel. Research skills, Identify key features. Supported design of shape. Use basic metal work skills (linked to English) curved/ straight sawing, tinsnips/ guillotine, drilling holes, marking out, spot welding, H&S Compare outcome to design.</p> <p><u>Assessment outcome:</u> Adding features, use glue gun/ epoxy. Test against specification, features used and art style.</p>
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