## Class - Year 7 Navigator Curriculum - Subjects/Lessons weekly

Year	2025 – 2026 Autumn 1	2025 – 2026 Autumn 2	2025 – 2026 Spring 1	2025 – 2026 Spring 2	2025 – 2026 Summer 1	2025 – 2026 Summer 2
2025-	Topic: Create a wooden Toy for children to use.	Topic: Create a Desk ornament with a	Topic: To use Graphic design text and fonts	Topic: Acrylic shapes to use as a keyring	Topic Pneumatic Rockets	Topic: Mini-board game
2026	Suggested Key Questions:	Mondrian design.  Suggested Key	Suggested Key Questions:	Suggested Key Questions:	Suggested Key	Suggested Key Questions: What games do we play?
	How can we use wood to create a toy? How does a wooden toy	Questions: Who is the artist Mondrian?	Does all writing look the same?	What materials can be used to create shapes?	Questions:	What do we mean by a travel/portable game?
	need to be finished to be appropriate for children?	What style of Artwork does Mondrian use? How can we cut wood	Where do we see writing in different styles?	What are the properties of plastic? (acrylic)	How is air used to power machines and make things move?	What are the elements needed to make a 3D tic- Tac-Toe game?
	What tools can cut/sand and connect wood?	in more complex ways? (coping saw) How can we mount/display an	How can some writing represent its meaning?	What are the advantages and disadvantages of working with plastic?	What machines and objects using pneumatics?	How can we make our product unique?
	How do we stay safe when using tools made of wood?	ornament?  How do we stay safe when using tools and wood?	Key Skills and Knowledge:	What different types of plastic are there?	What are the features of an aerodynamic rocket?	How do we stay safe when using tools made of wood?
	Key Skills and Knowledge:		To use tools to accurately produce	Key Skills and Knowledge:		Key Skills and Knowledge:
	Using skills including accurate measuring and use of templates.	Key Skills and Knowledge:  To discuss and give	lettering.  To replicate a graphic design style.	Selecting a variety of tools for appropriate purposes.	Key Skills and Knowledge: Using recycled materials.	Using skills including accurate measuring and use of templates.
	Selecting a variety of tools for appropriate purposes.	critique of artists/artwork.  To replicate an artistic style.	Adapting designs to make the product unique.	Using skills including accurate measuring and use of templates.	To use different techniques to join	Selecting a variety of tools for appropriate purposes.  Using tools to create a smooth finish.
	Using tools to create a smooth finish.	Selecting a variety of tools for appropriate purposes.	опцоо.	Adapting designs to make the product unique.	Selecting a variety of tools for appropriate purposes.	Adapting designs to make the product unique.

Curriculum intent (overview) – To deepen students' skills and knowledge through a broad and balanced curriculum which prepares students for adulthood.

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	Adapting designs to make the product unique.  To evaluate a product and consider ways to improve it?	Using tools to create a smooth finish.  Adapting designs to make the product unique.			Adapting designs to make the product unique  To adapt designs to improve product. (Iterative Process)	To evaluate a product and consider ways to improve it?			
Links to Gatsby Benchmarks:	4. Linking curriculum learning to careers  Construction, carpentry, design and technology fields.	5. Encounters with employers and employees  Design and technology fields. Construction, Carpentry, Sculpture	4. Linking curriculum learning to careers  Graphic design, architecture, CAD design	4. Linking curriculum learning to careers  Design and technology fields. Graphic design, architecture, CAD design	4. Linking curriculum learning to careers  STEM subjects and engineering. Mechanics	4. Linking curriculum learning to careers  Construction, carpentry, design and technology fields.			