

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

## Class – Year 8 Explorer Curriculum - Subjects/Lessons weekly

Year	2025 – 2026 Autumn 1	2025 – 2026 Autumn 2	2025 – 2026 Autumn 1	2025 – 2026 Autumn 2	2025 – 2026 Autumn 1	2025 – 2026 Autumn 2	2025 – 2026 Autumn 1	2025 – 2026 Autumn 2	2025 – 2026 Autumn 1	2025 – 2026 Autumn 2
2025-2026	<p><b>Topic:</b> Bird Box</p> <p><b>Suggested Key Questions:</b></p> <p>What materials are appropriate for outdoors/nature?</p> <p>What are the important features of a birdbox?</p> <p>What techniques do we use to join wood. (Dowel Joint)</p> <p>How do we stay safe when using tools made of wood?</p> <p><b>Key Skills and Knowledge:</b></p> <p>Using skills including accurate measuring and use of templates.</p> <p>Selecting a variety of tools for appropriate purposes.</p> <p>Using tools to create a smooth finish.</p> <p>Adapting designs to make the product unique.</p>	<p><b>Topic:</b> Drawing from Perspective</p> <p><b>Suggested Key Questions:</b></p> <p>How do we draw 3D objects accurately?</p> <p>What does it mean to draw from a perspective?</p> <p>What is meant by a 'vanishing point'?</p> <p><b>Key Skills and Knowledge:</b></p> <p>To replicate a graphic design style.</p> <p>To discuss and give critique of artists/artwork.</p> <p>To replicate an artistic style.</p> <p>Selecting a variety of tools for appropriate purposes.</p> <p>Using tools to create a smooth finish.</p> <p>Using tools to create a smooth finish.</p>	<p><b>Topic:</b> Animal Carvings</p> <p><b>Suggested Key Questions:</b></p> <p>What are the basic shapes of animals?</p> <p>What material can be shaped and carved accurately?</p> <p>How can we represent an animal with a particular shape? (using templates)</p> <p>How can we finish and display our carvings?</p> <p><b>Key Skills and Knowledge:</b></p> <p>Using skills including accurate measuring and use of templates.</p> <p>Selecting a variety of tools for appropriate purposes.</p> <p>Using tools to create a smooth finish.</p> <p>Adapting designs to make the product unique.</p>	<p><b>Topic:</b> Plastic utensils</p> <p><b>Suggested Key Questions:</b></p> <p>What materials can be used to create shapes?</p> <p>What are the properties of plastic? (acrylic)</p> <p>What are the advantages and disadvantages of working with plastic?</p> <p>What different types of plastic are there?</p> <p><b>Key Skills and Knowledge:</b></p> <p>Selecting a variety of tools for appropriate purposes.</p> <p>Using skills including accurate measuring and use of templates.</p> <p>Adapting designs to make the product unique.</p>	<p><b>Topic:</b> Casting Pendants (Medallions)</p> <p><b>Suggested Key Questions:</b></p> <p>What are the Properties of metal?</p> <p>What types of metal are there?</p> <p>What do we mean by a metals melting point?</p> <p>What are the benefits of a low melting point when working with metal?</p> <p>What is the process of casting with Pewter?</p>	<p><b>Topic:</b> Bridges</p> <p><b>Suggested Key Questions:</b></p> <p>What different uses do bridges have?</p> <p>When and where are bridges used?</p> <p>What types of bridge structures are there?</p> <p>What creates strength in a bridge?</p> <p><b>Key Skills and Knowledge:</b></p> <p>Using skills including accurate measuring and use of templates.</p> <p>Selecting a variety of tools for appropriate purposes.</p> <p>Using methods to join wood.</p> <p>Using tools to create a smooth finish.</p> <p>Adapting designs to make the product unique.</p>				

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	To evaluate a product and consider ways to improve it?	Adapting designs to make the product unique.	Adapting designs to make the product unique.  To evaluate a product and consider ways to improve it?		How do we stay safe when working with metal and the brazing hearth?  <u><b>Key Skills and Knowledge:</b></u>  Using recycled materials.  To use different techniques to join  Selecting a variety of tools for appropriate purposes.  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?
<b>Links to Gatsby Benchmarks:</b>	<b>4. Linking curriculum learning to careers</b>  Construction, carpentry, design and technology fields.	<b>5. Encounters with employers and employees</b>  Graphic design, architecture, CAD design	<b>4. Linking curriculum learning to careers</b>  Design and technology fields. Construction, Carpentry, Sculpture	<b>4. Linking curriculum learning to careers</b>  Design and technology fields. Graphic design, architecture, CAD design	<b>4. Linking curriculum learning to careers</b>  STEM subjects and engineering. Mechanics	<b>4. Linking curriculum learning to careers</b>  Construction, carpentry, design and technology fields.