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

Class – **Year 7 Venture Curriculum** - *DT/ 2 Lessons weekly (on Arts rotation)*

*2-3 topics are covered due to one term of DT lessons.

Year	*Autumn 1	*Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
2026-2027	**Topic: Create a wooden Toy for children to use.**  **Suggested Key Questions:** What features does wood as a material have? How can we use wood to create a toy? How does a wooden toy need to be finished to be appropriate for children? What tools can cut/sand and connect wood? How do we stay safe when using tools made of wood?	**Topic: Create a Desk ornament with a Mondrian design.**  **Suggested Key Questions:** Who is the artist Mondrian? What style of Artwork does Mondrian use? How can we cut wood in more complex ways? (coping saw) How can we mount/display an ornament? What are the properties of MDF? What are the benefits of working with MDF? How do we stay safe when using tools and wood? **Key Skills and Knowledge:** To discuss and give critique of artists/artwork.	**Topic: To use Graphic design text and fonts**  **Suggested Key Questions:** Does all writing look the same? Where do we see writing in different styles? How can some writing represent its meaning? **Key Skills and Knowledge:** To use tools to accurately produce lettering. To replicate a graphic design style.	**Topic: Acrylic shapes to use as a keyring**  **Suggested Key Questions:** What materials can be used to create shapes? What are the properties of plastic? (acrylic) What are the advantages and disadvantages of working with plastic? What different types of plastic are there? **Key Skills and Knowledge:** Selecting a variety of tools for appropriate purposes. Using skills including accurate measuring and use of templates.	**Topic Pneumatic Rockets**  **Suggested Key Questions:** How is air used to power machines and make things move? What machines and objects using pneumatics? What are the features of an aerodynamic rocket? **Key Skills and Knowledge:** Using recycled materials. To use different techniques to join	**Topic: Mini-board game**  **Suggested Key Questions:** What games do we play? What do we mean by a travel/portable game? What are the elements needed to make a 3D tic-Tac-Toe game? How can we make our product unique? How do we stay safe when using tools made of wood? **Key Skills and Knowledge:** Using skills including accurate measuring and use of templates. Selecting a variety of tools for appropriate purposes.

	Key Skills and Knowledge: Using skills including accurate measuring and use of templates. Selecting a variety of tools for appropriate purposes. Using tools to create a smooth finish. Adapting designs to make the product unique. To evaluate a product and consider ways to improve it?	To replicate an artistic style. Selecting a variety of tools for appropriate purposes. Using tools to create a smooth finish. Adapting designs to make the product unique.	Adapting designs to make the product unique.	Adapting designs to make the product unique.	Selecting a variety of tools for appropriate purposes. Adapting designs to make the product unique To adapt designs to improve product. (Iterative Process)	Using tools to create a smooth finish. Adapting designs to make the product unique. 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.