

Year 10 GCSE Design & Technology

Learning Programme 1

The LORIC skill focus for his LP is: LEADERSHIP The Moral Virtues focus for this LP are: COURAGE and HUMILITY.			Literacy Non-Negotiables: • Capital letters must be used at the start of sentences and for the first letter of proper nouns • Full stops must be used at the end of a sentence • Question marks must be used at the end of a question • Apostrophes should only be used for possession or omission • Days of the week and months must be spelled correctly • Key words must be spelled correctly • Vocabulary to be taught using the Frayer model
Courage - Acting with bravery and overcoming fears. I will show courage by answering a question in class even when I'm not 100% sure of the answer. Humility - Having a modest view of oneself. I will show humility by admitting mistakes and asking for help when needed.			
What will I be learning about in this Learning Programme? Design requirements including usability; how to identify the needs of primary users and wider stakeholders; how to initiate a mock NEA using the 5Ws strategy.			
Where have I seen this learning before? During KS3 design & technology you have learnt how to explore a design context using mind mapping strategies. You have explored the needs and wants of primary users and have generated a range of ideas for a variety of prototypes. What could I use it for? You will be able to apply your knowledge in your GCSE examination and apply your understanding of the non-examined assessment when you begin your externally set NEA in June of Year 10.			
In LP1.1, I will know:	01/09/26 - (WK 1)	Key Vocabulary	Homework
how the OCR GCSE Design & Technology qualification is structured; how to explore a design context using the 5Ws mind mapping strategy; that primary users and wider stakeholders have requirements for different products, services and systems.		Stakeholder	Primary user and stakeholder requirements.
In LP1.2, I will know:	07/09/26 - (WK 2)	Key Vocabulary	Homework
the factors to consider when exploring existing designs; how to evaluate existing products similar to the one I intend to develop.		Factor	Exploring existing products.
In LP1.3, I will know:	14/09/26 - (WK 1)	Key Vocabulary	Homework
how anthropometrics and ergonomics relate to product design; why usability is an important consideration; how to plan a primary user interview to understand their wants and needs.		Usability	Anthropometrics
Extended Task.			
In LP1.4, I will know:	21/09/26 - (WK 2)	Key Vocabulary	Homework
what design approaches are used by designers; how to collate a list of design requirements to meet the needs of my primary user; how to apply a range of sketching approaches to communicate initial concepts.		Design approach	Ergonomics
In LP1.5, I will know:	28/09/26 - (WK 1)	Key Vocabulary	Homework
how to avoid design fixation when creating initial ideas; how to evaluate my initial concepts against user requirements.		Design fixation	Design approaches
In LP1.6, I will know:	05/10/26 - (WK 2)	Key Vocabulary	Homework
how to ensure structural integrity when card modelling; how to iterate my idea by continuing to develop my concept in card/foam.		Iteration	Graphical communication methods.
Extended Task.			
In LP1.7, I will know:	12/10/26 - (WK 1)	Key Vocabulary	Homework
how to ensure structural integrity when card modelling; how to iterate my idea by continuing to develop my concept in card/foam.		Structural	Prototyping ideas
Resources to support learning: The following websites contain extensive revision material and information to increase design & technology subject knowledge: www.mr-dt.com; www.bbc.co.uk/bitesize.			
FEET Award Challenge for this Learning Programme: Complete a design challenge to demonstrate different graphical techniques.			

PRT Task 1

PRT Task 2