

Year 11 GCSE Design & Technology

Learning Programme 1

The LORIC skill focus for his LP is: LEADERSHIP			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	
The Moral Virtues focus for this LP are: COURAGE and HUMILITY.				
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? How to investigate and summarise essential information to inform the initial design ideas for my NEA.				
Where have I seen this learning before? During Year 10 design & technology you have learnt how to explore a design context and identify the needs and wants of primary users. You 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 to the non-examined assessment.				
In LP1.1, I will know: 01/09/26 - (WK 1)			Key Vocabulary	Homework
how to explore primary user and stakeholder needs; how to conduct an interview and survey; what design approaches are used by designers e.g. UCD.			Stakeholder	Stakeholder needs & wants.
In LP1.2, I will know: 07/09/26 - (WK 2)			Key Vocabulary	Homework
how to present survey results using a spreadsheet with charts; how to summarise primary user & stakeholder needs.			Quantitative	Design approaches.
In LP1.3, I will know: 14/09/26 - (WK 1)			Key Vocabulary	Homework
how to analyse and evaluate existing products using the AMUSE PAW acronym; how to investigate anthropometric data and usability.			Ergonomics	Usability, anthropometrics and ergonomics.
Extended Task.				
In LP1.4, I will know: 21/09/26 - (WK 2)			Key Vocabulary	Homework
how to present and summarise my product analysis and material testing evaluations; how to investigate suitable materials and their properties.			Properties	Material types and their properties.
In LP1.5, I will know: 28/09/26 - (WK 1)			Key Vocabulary	Homework
how to compile a non-technical specification based on the design requirements of my stakeholders; how smart and modern materials are used in product design.			Chromic materials	Smart & modern materials.
In LP1.6, I will know: 05/10/26 - (WK 2)			Key Vocabulary	Homework
how design solutions are communicated to a third party (Unit 4.1); how to use graphical communication methods to present 10 initial ideas, avoiding design fixation (Unit 4;1).			Design fixation	Graphical communication methods.
Extended Task.				
In LP1.7, I will know: 12/10/26 - (WK 1)			Key Vocabulary	Homework
how to review my initial ideas against the non-technical specification; how to select the most suitable three design ideas for iterative development.			Feedback	Design 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.				
FFET Award Challenge for this Learning Programme: Prepare and present your NEA design ideas to the class to gain constructive feedback in preparation for development.				

PRT Task 1

PRT Task 2