The Ellesmere Port C of E College

Part of the Frank Field Education Trust

Year 10 GCSE Design & Technology
Learning Programme 2

The LORIC skill focus for his LP is: ORGANISATION

The Moral Virtues focus for this LP are: COMPASSION and HONESTY

Compassion - the quality of feeling pity and concern for the sufferings or misfortunes of others.
Honesty - the quality of being truthful.

What will I be learning about in this Learning Programme?
New and emerging technologies and their impact on society, environment and ethics; how products are influenced by different factors; how designers choose appropriate sources of energy.

Where have I seen this learning before?
During KS3 design & technology you have learnt about new technologies in the systems unit; you have also applied 3D computer aided design skills in the night light and completing the architecture unit.

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.

Literacy:
- 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

In LP2.1, I will know: 19/10/26 - (WK 2)	Key Vocabulary	Homework
how new and emerging technologies are used in products (2;2); how to model my idea by continuing to develop my concept in card/foam.	Emerging	New and emerging technologies.
In LP2.2, I will know: 02/11/26 - (WK 1)	**Key Vocabulary**	**Homework**
how developments in technology can influence industry, society and the environment (2;2); how to test and evaluate my initial card/foam prototype.	Obsolescence	Impact of new technologies on environment and society.
LP2 RLW, I will: 09/11/26 - (WK 2)		
review my learning, recalling and applying key knowledge, and focus on closing any gaps in my knowledge.		
In LP2.3, I will know: 16/11/26 - (WK 1)	**Key Vocabulary**	**Homework**
what wider implications can influence the processes of designing and making (3;3); how to use CAD SketchUp to present my iterated idea. Extended Task.	Sustainability	Wider issues (Environmental, social & economic).
In LP2.4, I will know: 23/11/26 - (WK 2)	**Key Vocabulary**	**Homework**
how electricity is generated, transferred and stored (3.1 and 3;2); my strengths and areas for development from my learning so far by completing a summative assessment.	Renewable	Sources of energy.
In LP2.5, I will know: 30/11/26 - (WK 1)	**Key Vocabulary**	**Homework**
what types of digital design tools are used by designers (Unit 7;4); how to further develop my idea through CAD modelling.	Extrude	Digital design tools.
In LP2.6, I will know: 07/12/26 - (WK 2)	**Key Vocabulary**	**Homework**
how digital design tools are used to demonstrate a design's suitability (Unit 4;1); how to present the development of an idea for the NEA, using labelling and annotation. Extended Task.	Simulation	SketchUp task.
In LP2.7, I will know: 14/12/26 - (WK 1)	**Key Vocabulary**	**Homework**
how to render a CAD final design using suitable materials; how to present the development of my final design to my peers.	Render	Final design presentation.

PRT Task 1

PRT Task 2

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:
Create a Design & Technology wall display either about 'energy sources and their environmental impact' or 'new and emerging technologies'.