High Tunstall College of Science Curriculum Intent

Subject: D&T Year: 7

Iterative Design



## **Topic: Iterative design process**

	Design & Technology	Progress		
Торіс	Key ideas	R	A	G
Iterative design process	I have identified what iterative design means			
	I can sketch a range of ideas.			
	I can identify the needs of a client and create a SMART specification			
	I can develop a design idea			
	I manufacture a scaled model			

Lesson	Learning Focus	Assessment	Key Words	
1	What does iterative design mean and in context how does it work/is it used? Create a range of crazy ideas.	ILO— research design- ers	Iterative, client, inno- vate, context	
2	Create a detailed design specification based on a client and initial sketches. Using ACCESSFM	ILO—draw/create an image in likeness of the designer	Designers, design fixa- tion	
3	Develop an idea using parts of chairs you have designed.	ILO—research who else your designer has influenced	Aesthetics, manufac- ture, safety, functional, materials	
4	Develop a model of your design in card.	ILO—Give evidence of the success of your designers	Scruffiti, evolution, pros, cons, design develop- ment	
5	Develop a model of your final design. Complete a mini assessment based upon the topic.	ILO revision and as- sessment	Imaginative, creative, function, aesthetics, innovation	
6	Deep mark the assessment and evalu- ate your final model.	Assessment and self evaluation.	Modelling, annotation,	