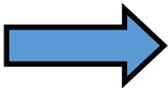


IMPLEMENTATION

What will they learn?						
Pathway:	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Aspire 	What is a Festival? Introduction to D&T. Why are festivals important? Introduction to types of festival in society, what ties people together.	Why are logos important to branding? <u>Prior knowledge retrieval:</u> Which logos do students recognise? What makes these logos successful? Designing a range of potential logos	What types of merchandise are successful? List current understanding of merchandise Suggest suitable opportunities to design for own festival. Explore examples	What makes a design successful? Students are able to clearly lay out work standard Students can detail criteria for their merchandise to be successful	What types of products are important at a festival. Students can provide an overview of these outcomes by students include designs for tickets, security wristbands, Students can define ergonomics and anthropometrics and apply this to their wristband design	All students develop basic practical skills to develop a range of outcomes in line with their own bespoke specification criteria. These outcomes may include: T-shirt designs, Tickets, wristbands, posters, webpages, QR codes, keyrings, and other outcomes.
Endeavour 	Explore merchandising and potential design opportunities.	Designing a range of potential logos that encompass rules for success. Max of 2 colour key design details.	Extend understanding by designing a T-shirt for festival incorporating logo designs	Students are able to suggest a range of measurable criteria for the success of their various merchandise.	Students can define ergonomics and anthropometrics and apply this to their wristband design	End Point
Accelerate 	End Point	End Point	End Point	End Point	End Point	End Point
	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Core knowledge	Definition of D&T Introduction to festivals across cultures	Definition of branding and logos Cite examples of successful outcomes	How do we use merchandise to generate funds? Examples of common merchandise.	What are the rules for successful products? Identify key merchandise to design	Students can suggest a range of key products utilised at festivals and state why they are important.	Using the skills they have learnt students will produce at least two practical outcomes
Accelerate knowledge	Beginning to understand the importance of festivals to society Specific examples.	Knowledge of different design approaches to logos, understanding of basic typography and evidence of inspiration from previous works.	Why might merchandise be different? What are the users and their needs for these products?	Develop criteria for a range of merchandise outcomes. Criteria are measurable	Students can recall and define ergonomics and anthropometrics and apply these concepts to their work.	Will they be able to use their knowledge, and extend their designs to meet 3 practical outcomes
Disciplinary knowledge	Understanding of the design process, ability to discuss wider issues affecting the types of festival and how they can impact on religion, economics, local scenarios and business. Students will be able to retain and demonstrate information about high quality designing for a number of outcomes, where possible specialising in key D&T disciplines such as Graphics, Resistant Materials, Digital media and CAD/CAM.					