Year 10 Engineering

Engineering Design. Product Intro Project, pizza Intro Project, pizza analysis, research into cutter. Covers the basics Intro Project, pizza cutter. cutter. Covers the basics manufacturing techniques, Begin focus on unit 3 of the design & make Covers the basics of the of the design & make Design specification (AC1.1, (Exam-Solving Begin focus on unit 3 process. Brief, design & make process. process. Brief, 1.2, 1.3). Production of Engineering Peoblems). (Exam- Solving Engineering Problems). Aim to teach Specification, Sketching, Brief, Specification, Specification, Sketching, initial designs, CAD & hand Aim to teach the bulk of CAD, Orthographic CAD, Orthographic drawn isometric & the bulk of the theory Sketching, CAD, the theory knowledge Projection. Foam mould Orthographic Projection. Projection. Foam mould orthographic projections to through focused Practial knowledge through malking, Sand Casting, Foam mould malking, Sand malking, Sand Casting, British standard conventions. Tasks with write ups set focused Practial Tasks with HalfT Milling, Turning, Drilling Milling, Turning, Drilling Casting, Milling, Turning, (AC2.1, 2.2, 3.1, 3.1, 3.2, as HW. Focus on Plastics write ups set as HW. Focus Drilling & cutting. 3.2). & Metals. & cutting. & cutting. on Wood & Composites. Engineering Design LO1, LO2, LO3, LO4 LO1, LO2, LO3, LO4 LO1, LO2, LO3, LO4 LO1, LO2, LO3, LO4 **Producing Engineering** LO1, LO2, LO3 LO1, LO2, LO3 LO1, LO2, LO3 Products Solving Engineering Problems LO1, LO2, LO3, LO4 LO1, LO2, LO3, LO4 Summative grade given to Internally assessed, Ongoing formative. Technical Drawings. Formative assessment on Summative grade for externally moderated Mock exam for Ongoing formative. Mock other aspects of work. quality of final product. courswork. summative grade exam for summative grade Assessment Formative AC1.1 identity features that AC3.1 develop creative AC1.2 interpret AC1.1 describe AC1.1 describe contribute ideas for engineering engineering developments engineering AC1.3 describe how engineered products information AC1.2 explain effects of developments engineered AC2.2 communicate AC2.1 identify AC1.2 explain effects of engineering AC2.1 draw engineering design ideas resources required engineering AC2.2 explain how Criteria (See Grading Grid for design AC3.1 use tools in AC2.2 explain how materials are tested for AC3.1 develop creative ideas production of materials are tested for properties engineering products achievements properties engineered products achievements AC1.3 explain how AC3.2 evaluate options for AC1.3 explain how environmental issues design environmental issues affect solutions affect engineering applications AC3.3 produce design AC2.1 describe properties engineering applications specifications required of materials AC2.1 describe solutions properties required of for engineering products AC2.2 communicate design materials AC3.2 describe ideas for engineering products applications of products function AC3.2 describe engineering to the primary function of applications of processes

Threshold Concepts

- 1. A good Engineer understands that learning from maths and science underpins good engineering.
- 4. Understand that designers & engineers create products to meet the needs of a specific user group based on research.
 5. Knows how ideas are communicated between different parties involved in the design process. Can apply this knowledge to read and produce drawings in Isometric,
- 1. A good Engineer understands that learning from maths and science underpins good engineering. 2. Understands the classifications and working properties of materials. Can apply this to solve engineering problems.
- 1. A good Engineer understands that learning from maths and science underpins good 7. engineering. Understands how products are manufactured in industry as well as in the school workshop. (Should know a range of industrial manufacturing processes and scales of production).
- 4. Understand that designers & engineers create products to meet the needs of a specific user group based on research.
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 2. Understands the
 classifications and
 working properties of
 materials. Can apply
 this to solve
 engineering problems.
 4.Understands the
 need for different
 forms of
 communication
 between those
 involved in the design
 & manufactire
 process.
- 1. A good Engineer understands that learning from maths and science underpins good engineering.
- 2. Knows how to classify materials by structure e.g. hard words, soft woods, ferrous and non-ferrous, thermoplastic and thermosetting plastics. 2. Understands the classifications and working properties of materials. Can apply this to solve engineering problems. 7. Understands how products are manufactured in industry as well as in the school workshop. (Should know a range of industrial manufacturing

Year 11 Engineering						
Half Term 1	Begin Unit 2. Producing Engineering Products NEA. Reading & Interpreting Technical drawings. Symbols, Conventions, Data charts. Project planning, method statement, Plan	Half Term 2 Term 1 Term 2 Term 2 Term 2 Term 2	عالِ عالِ العالِ المit 2 Practial	Unit 3 Solving Engineering problems (exam). Environmental Issues. Proprties of materials & material classification. Recap on Isometric & Orthographic.	Unit 3 Solving Engineering problems (exam). Recap section views & converting between drawing styles. Recap on industrial manufacturing processes.	Half Term 6
Engineering Design						
Producing Engineering Products		LO1, LO2, LO3	LO1, LO2, LO3			
Solving Engineering Problems				LO1, LO2, LO3, LO4	LO1, LO2, LO3, LO4	
	Ongoing formative on select pieces of work.		Ongoing Formative. Summative grade given			
Accessment Criteria (See Grading Grid for performance Band info)	Summative grade on	Ongoing Formative	to unit upon	Mock Exams	External Exam	

- 4. Understand that designers & engineers create products to meet the needs of a specific user group based on research.
- 2. Knows how to classify materials by structure e.g. hard words, soft woods, ferrous and non-ferrous, thermoplastic and thermosetting plastics. 3. Knows the working properties a range of woods, metals, plastics and composite materials. e.g. grain, brittleness, flexibility, elasticity, malleability and thermal. Can apply this knowledge when selecting materials for a specific application.
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- 5. Knows how ideas are communicated between different parties involved in the design process. Can apply this knowledge to read

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