

S1 Design & Technology

Course Timeline 2019

1	GRAPHICS (COMPUTER)	INVENTOR BOAT - Part modelling	DESIGN	INDUCTION Safety and Procedures	1
2		BOAT - Drawing pages		SPATULA - Brief & Design Issues	2
3				Idea Generation	3
4		DESKTOP PUBLISHING BOAT - Promotional Graphic		Development	4
5		TECHSOFT 2D DESIGN MONSTER - Laser cutting		Proposal & Evaluation	5
6	GRAPHICS (MANUAL)	FREEHAND SKETCHING 2D 3D	MANUFACTURE	SPATULA - Marking Out & Sawing	6
7		FORMAL DRAWING Orthographic Boardwork		Shaping	7
8		MANUAL RENDERING Shading & Toning		Filing	8
9				Sanding	9
10	DESIGN	INDUCTION Safety and Procedures	GRAPHICS (COMPUTER)	INVENTOR BOAT - Part modelling	10
11		SPATULA - Brief & Design Issues		BOAT - Drawing pages	11
12		Idea Generation			12
13		Development		DESKTOP PUBLISHING BOAT - Promotional Graphic	13
14		Proposal & Evaluation		TECHSOFT 2D DESIGN MONSTER - Laser cutting	14
15	MANUFACTURE	SPATULA - Marking Out & Sawing	GRAPHICS (MANUAL)	FREEHAND SKETCHING 2D 3D	15
16		Shaping		FORMAL DRAWING Orthographic Boardwork	16
17		Filing		MANUAL RENDERING Shading & Toning	17
18		Sanding			18

1A Mr Blair

1L Mr De Cecco

1N Mr Docharty

1Q Mr De Cecco

1C Mr Blair

1E Mr Docharty

1G Mr Blair

1J Mr Docharty

GC 2 Periods/week

D&M 1 Period/week

D&M 1 Period/week

GC 2 Periods/week