## S1 Design & Technology Course Timeline 2019

Course rimenne 2019					
1		INVENTOR		INDUCTION	1
	GRAPHICS (COMPUTER)	BOAT - Part modelling	N	Safety and Procedures	
2		BOAT - Drawing pages		SPATULA -	2
				Brief & Design Issues	
3		DESKTOP PUBLISHING		Idea Generation	3
4		BOAT - Promotional Graphic TECHSOFT 2D DESIGN		Development	4
5		MONSTER - Laser cutting		Proposal & Evaluation	5
	<b>GRAPHICS</b> (MANUAL)	FREEHAND SKETCHING	MANUFACTURE	·	
6		2D		SPATULA -	6
7		3D FORMAL DRAWING		Marking Out & Sawing	7
1		Orthographic		Shaping	,
8		Boardwork MANUAL RENDERING		Filing	8
9		Shading & Toning		Sanding	9
10	DESIGN	INDUCTION	CS ER)	INVENTOR	10
10		Safety and Procedures		BOAT - Part modelling	
11		SPATULA -		DOAT Tare modelling	11
		Brief & Design Issues		BOAT - Drawing pages	
12				Leaning pages	12
		Idea Generation		DESKTOP PUBLISHING	
13		Development		BOAT - Promotional Graphic	13
		Development		TECHSOFT 2D DESIGN	
14		Proposal & Evaluation		MONSTER - Laser cutting	14
		•	GRAPHICS (MANUAL)	FREEHAND SKETCHING	
15	ANUFACTURE	SPATULA -		2D	15
		Marking Out & Sawing		3D	
16		Shaping		FORMAL DRAWING	16
4-7				Orthographic	
17		Filing		Boardwork MANUAL RENDERING	17
18	Z		<b>G</b> $\sim$	Shading &	18
10	Σ	Sanding		Toning	
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4 A Mu Diain					
<b>1A</b> Mr Blair <b>1C</b> Mr Blair					
11 Mr Do Cocco 15 Mr Docharty					
<b>1L</b> Mr De Cecco <b>1E</b> Mr Docharty					
	1N	Mr Docharty	1G	Mr Blair	
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	<b>1Q</b>	Mr De Cecco	<b>1</b> J	Mr Docharty	

2 Periods/week

**D&M** 1 Period/week

**D&M** 1 Period/week

GC

2 Periods/week