

PRODUCT
DEVELOPINGOT

ENTERPRISE

DIGITAL
LITERACY

HOW TO
SPOT
A LIE /
FAKE NEWS

RESPONSIBLE
USE.

MARKETING

CREATIVE
THINKING

SOFTWARE
SOLUTIONS

CONSCIENTIOUS
CONSUMERS.

BRANDING/
INFLUENCING

FINANCIAL
EDUCATION

SOCIAL
MEDIA.

12
Critical
Writing

DECISION
MAKIOG

Digital
Media
Creativity.

2
Software
Development
Testing &
debugging
solutions
Databares
WEB? DEV

Evaluation.

SOFTWARE
TESTING
(
PERFORMANCE
+ EVALUATION)

Databases

Games
Dev

A.I.
MODELING
(MAKE/EDIT)

ROBOTICS
PHYSICAL
COMPUTING

Implementation
Programming
Syntax
Debugging

Ethical
Machines

Design
Prototyping,
testing
Ethical MACHINE

Source
reliability

Design
Challenge -
Problem
based
learning
- incl. data

Question
Sources
and
information -
critique them

Solving
problems
using data.
Plan, analyse.
conclude.

Design
process

Coding
- incl.
unplugged

Debugging
- Solving
Problems

Computational
- Thinking
Skills

Block
Coding
Creating
+ Reading

CAD
Drawing

The
Iterative
Process

Design
Briefs

write,
recognise
and respond
to Design
Briefs

Elements
&
Principles

DTP
GRAPHIC
LAYOUTS

2D
3D
drawing

Idea
generation
techniques

Awareness
of
Design
Processes

Analyse
other
designers,
Engineers
and solutions

Design
Factors

Testing &
Simulation
of
design
ideas

How to
recognise
and write a
Specification

you CAN
FAIL (&
FIX)

3D Models
for
visualisation
&
animation

Cutting,
Shaping
and
crafting
with wood

Development
and
refinement
of ideas

Communication
of ideas

3D Models
for
Manufacture
(3D CAD)

Evaluation
Skills-
resilience/
test &
evaluation

Comparison
of wood
joints/
mechanical
fixings

How to
evaluate
design against
a specification

Investigating
existing
products
to generate a
brief (user trip
etc)

Evaluate
existing
designs
and
Solutions

Target
Market

MODEL
MAKING

Product
evaluations/A
nalysis