

Subject	Grade	Stream	Week Commencing	Week No	Period	Chapter	Page No	Overview	Vocabulary	SLO Codes (with comma)	Assessment Focus
Design Technology	5	General	2nd September	1	1						
Design Technology	5	General	2nd September	1	2						
Design Technology	5	General	2nd September	1	3						
Design Technology	5	General	9th September	2	1	1	14-21	Introduce Formula Ethara to students and play video so they gain a better understanding of what they will be taking part in. Explain that it is a team project and they will be working together to make 3 cars. Ask students to think about the important qualities of a good team. Talk students through the 5 most important qualities and complete Activity 1.	Formula Ethara, brand identity		Students will have a good understanding of what the project Ethara is about. Students will be aware of what the most important qualities of a team are. Completed Activity 1
Design Technology	5	General	9th September	2	2	1	22-25	Talk about company names and discuss the logos shown. Complete Activity 2 and Activity 3.	Mercedes, Lamborghini, Ford Mustang, Chevrolet, Volkswagen, Infiniti, Ferrari, BMW		Students will be able to identify companies and their logos. Completed Activities 2 and 3
Design Technology	5	General	9th September	2	3	1	26-32	Discuss the different team roles and allocate roles to each team member based on their skill set. Complete end of unit quiz and pop quiz.	Manager, engineer, designer		Students will identify their own skill sets when allocating team roles. Completed end of unit quiz and pop quiz.
Design Technology	5	General	16th September	3	1	2	36-42	Explain to students that there are many types of vehicles. Complete Activity 1. Now move onto explaining that there are also different types of cars. Ask students to discuss with their partners which is their favourite type. Watch video on different parts of a car and complete Activity 2.	truck, train, boat, bicycle, plane, limo, hearse, windscreen, boot, bonnet, bumper		Students will be able to distinguish between different types of vehicles and cars. Completed Activity 2
Design Technology	5	General	16th September	3	2	2	43-52	Follow instructions for building the canister housing. Complete Steps 1, 2 and 3 for building the chassis. Leave the canister housing to dry. Task sheet	Canister housing, chassis		Students will successfully complete Steps 1-3 of task sheet.
Design Technology	5	General	16th September	3	3	2	52-62	Complete Steps 5-23. Chassis is now complete. Task sheet	Canister housing, chassis		Students will successfully complete Step 4 of task sheet.
Design Technology	5	General	23rd September	4	1	2	63-70	Now add the wheels. Complete Steps 1-8. Task sheet Complete end of unit quiz.	Wheel axle, chassis, rotate		Students will successfully complete Step 5 of task sheet.
Design Technology	5	General	23rd September	4	2	3	75-77	Explain what a logo is. Ask students to think about what the most important qualities of a logo are and complete Activity 1.	Coca-Cola, Batman, Pepsi, Nike, Adidas, Apple		Students will have a good understanding of the important qualities a logo should have. Completed Activity 1
Design Technology	5	General	23rd September	4	3	3	78-79	Begin discussing colour theme and explain how different brands use colour themes. Complete Activity 2.	colour theme		Students will understand what a colour theme is and how brands use colour themes. Completed Activity 2
Design Technology	5	General	30th September	5	1	3	80-81	Discuss the 5 principles of a good logo design.	Simple, timeless, memorable, versatile, appropriate		Students will understand what the 5 principles of a good logo design are.
Design Technology	5	General	30th September	5	2	3	82	Complete Activity 3 by getting each student to create a logo design and explain the meaning behind the design. Have a team vote to pick the best design.			Students will successfully create 3 logos and select the best one as a team. Completed Activity 3
Design Technology	5	General	30th September	5	3	3	83-84	Talk students through what a slogan is and test their knowledge to see if they know any other famous slogans. Complete Activity 4.	Slogan		Students will understand the purpose and meaning behind a slogan. Completed Activity 4
Design Technology	5	General	7th October	6	1	3	85-87	Discuss the importance and purpose of a uniform. Show the Mercedes brand as an example. Complete Activity 5. Complete end of unit quiz and pop quiz.	Uniform, identity, unity, equality		Students will understand the importance of a uniform. Completed Activity 5
Design Technology	5	General	7th October	6	2	3	88-92		Logo, colour theme, simple, memorable, timeless, versatile, appropriate, slogan, uniform, identity, unity, equality		Completed end of unit quiz and pop quiz
Design Technology	5	General	7th October	6	3	4	97-100	Talk students through what makes a good design. Complete Activity 1.	Brand identity, graphic design, relevant, eye-catching		Students will understand what makes a good design. Completed Activity 1
Design Technology	5	General	14th October	7	1	4	101-102	Talk students through the Microsoft PowerPoint template and how it will be used to design the outer shell of the car. Show students the example design and discuss 3 things that are good about this design.	PowerPoint template		Students will understand how the Microsoft template will be used.
Design Technology	5	General	14th October	7	2	4	103	Students use Microsoft PowerPoint to create their car design. Task Sheet			Students will complete task sheet and create their Microsoft PowerPoint template.
Design Technology	5	General	14th October	7	3	4	103	Students use Microsoft PowerPoint to create their car design. Task Sheet			Students will complete task sheet and create their Microsoft PowerPoint template.
Design Technology	5	General	21st October	8	1	4	104-106	Use the cutting machine to cut out the outer template.	CAM machine		Students will cut out their outer template using the cutting machine.
Design Technology	5	General	21st October	8	2	4	107-111	Complete assembly of outer shell by following Steps 1-11.	Assembly		Completed Steps 1-10 of outer shell assembly.
Design Technology	5	General	21st October	8	3	4	112-117	Build the showcase box and place the finished car inside the box to keep it protected from damage. Complete work steps of the task sheet on page 117.	Showcase box		Students will build their showcase box.
Design Technology	5	General	28th October	9	1	4	119-120	Talk through the concept of aerodynamics to the students using the three shapes to explain. Complete Activity 5.	Aerodynamics		Students will form a good understanding of aerodynamics. Completed Activity 5
Design Technology	5	General	28th October	9	2	4	121-123	Explain Newton's Third Law of Motion and talk through the 'balloon example' to assist their understanding. Complete Activity 6 by watching the video and carrying out the experiment.	Newton's Third Law of Motion		Students will have an in-depth understanding of Newton's Third Law of Motion. Completed Activity 6
Design Technology	5	General	28th October	9	3	4	124-128	Explain the relationship between friction and motion, and complete Activity 7. Go through the end of unit summary and complete the end of unit quiz.	Friction, motion		Students will understand the relationship between friction and motion. Completed Activity 7 and end of unit quiz
Design Technology	5	General	4th November	10	1	5	132-135	Talk through the project and introduce students to the Yas Marina Circuit and highlight the significance of this particular circuit. Talk through 5 areas where students will be awarded marks. Explain how racing the car will work.	Yas Marina Circuit, gas canister, brewer		Students will understand how they will gain marks in the project and what is required of them.
Design Technology	5	General	4th November	10	2	5	136-140	Talk about the importance of reaction time and complete Activity 1 by carrying out experiment and recording the results.	Reaction time		Students understand how important reaction time is when racing their cars. Completed Activity 1
Design Technology	5	General	4th November	10	3	5	141-145	Carry out the pre-race checklist using their cars. Explain how the race car will work using the 5 stage diagram. Get students to think about Newton's Third Law of Motion and ask them to apply it to the car.			Students carry out pre-race checklist before racing their cars. Students can successfully apply Newton's Third Law of Motion to their cars.
Design Technology	5	General	11th November	11	1	5	146	Each team will race their cars and complete Activity 2 to record their race times.			Students will successfully race their cars.
Design Technology	5	General	11th November	11	2	5	146-147	Each team will race their cars and complete Activity 2 to record their race times. Teacher will complete evaluation.			Students will successfully race their cars.
Design Technology	5	General	11th November	11	3	5	148-150	Show students previous examples of showcase boxes and allow students to design their own boxes using their brand identity.			Students will design their showcase car boxes.

Design Technology	5	General	18th November	12	1	5	151-153	Get students to plan and design a team poster for their cars. Make sure to embed the criteria from the evaluation into the poster to achieve maximum marks.		Students will design and create a poster as a team.
Design Technology	5	General	18th November	12	2	5	154-157	Prepare a verbal presentation (4-8 slides) making sure to answer all the questions given in the presentation requirements. Talk students through presentation tips.	presentable, audience, logical, visuals	Students will successfully prepare a verbal presentation including all the questions from the requirements.
Design Technology	5	General	18th November	12	3	5	158-161	Perform presentation in front of peers. Complete project evaluation.		Students will successfully carry out a verbal presentation.
Design Technology	5	General	25th November	13				Revision		
Design Technology	5	General	25th November	13				Revision		
Design Technology	5	General	25th November	13				Revision		
Design Technology	5	General	2nd December	14				Exam		
Design Technology	5	General	2nd December	14				Exam		
Design Technology	5	General	2nd December	14				Exam		