Foxford Learning Plan

Design and Technology
Year: 9 - Rotation
Topic: Designing for Society

Key Skills	Over the course of this topic, I will be able to:
	• Recognise and describe key design movements (e.g., Bauhaus, Art Deco, Memphis, Minimalism).
	• Understand how biomimicry uses patterns, forms, and systems from nature in design.
	• Use the design process (research, ideation, development, modelling, evaluation) to create design concepts.
	• Prototype or model the clock design, applying appropriate materials and techniques and evaluate the clock design against both the chosen movement and the design brief.

I will understand:
1. How design movements reflect the values, technology, and aesthetics of their time.
2. The principle of biomimicry and how nature can inspire innovative solutions.
3. The stages of the design process and how they guide product development.
4. How to apply visual style and influence on a practical design (in this case, a clock).
5. How to balance aesthetic inspiration and functionality in a finished design.

Key Vocabulary	
Design Movement – a style or trend in art and design linked to a period in history.	**Influence** – the impact of past movements, nature, or trends on a design.
Biomimicry – design inspired by forms, processes, or systems in nature.	**Functionality** – how well a product performs its purpose.
Aesthetics – the visual style or appearance of a product.	**Design Process** – the structured steps taken from idea to final product.

End of Topic Test	
Score:	
Pathway:	