
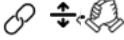

























	HALF TERM 1	HALF TERM 2	HALF TERM 3	HALF TERM 4	HALF TERM 5	HALF TERM 6
YEAR 7 	<p><i>Product design Rotation</i> Pencil Box Project Crocodile Toy</p> <p>Safety in the workshop, skills and knowledge of basic tools and equipment, design skills, one-point perspective. Joining techniques (butt joint, dowel joint), CAD/CAM, painting techniques, testing and refining work. Vacuum formed tray for pencil boxes. Evaluation. Biomimicry – crocodile toy Biomimicry – whirligigs, adapt, test, evaluate.</p> 	<p><i>Product design Rotation</i> Pencil Box Project Crocodile Toy</p> <p>Safety in the workshop, skills and knowledge of basic tools and equipment, design skills, one-point perspective. Joining techniques (butt joint, dowel joint), CAD/CAM, painting techniques, testing and refining work. Vacuum formed tray for pencil boxes. Evaluation. Biomimicry – crocodile toy Biomimicry – whirligigs, adapt, test, evaluate.</p> 	<p>Graphic Communication Wildlife Project</p> <p>Design skills, CAD/CAM, orientation of nets, logo design, surface development of net, construction of net, skills with craft knife, templates.</p> 	<p>Graphic Communication Wildlife Project</p> <p>Design skills, CAD/CAM, orientation of nets, logo design, surface development of net, construction of net, skills with craft knife, templates.</p> 	<p><i>Cooking and Nutrition</i></p> <p>Safety, personal hygiene; allergens; energy in vs energy out; the Eatwell guide and understand the source, seasonality and functions of ingredients.</p> <p>Develop practical skills through a range of predominantly savoury dishes: Cous salad; Pizza toast or croque monsieur; Fruit crumble; Pasta sauce; Savoury scone product; Cheesy bean quesadilla; and Vegetable frittatas.</p>  	<p><i>Cooking and Nutrition</i></p> <p>Safety, personal hygiene; allergens; energy in vs energy out; the Eatwell guide and understand the source, seasonality and functions of ingredients.</p> <p>Develop practical skills through a range of predominantly savoury dishes: Cous salad; Pizza toast or croque monsieur; Fruit crumble; Pasta sauce; Savoury scone product; Cheesy bean quesadilla; and Vegetable frittatas.</p>  
YEAR 8 	<p><i>Product design Rotation</i> Mechanical Toy Project</p> <p>Recap knowledge and skills using a range of tools and equipment, knowledge of basic mechanisms, focus on cam shaft, designing.</p>	<p><i>Product design Rotation</i> Mechanical Toy Project</p> <p>Recap knowledge and skills using a range of tools and equipment, knowledge of basic mechanisms, focus on cam shaft, designing.</p>	<p>Graphic Communication Pop up card Project</p> <p>Develop an understanding of Electronic Crumble circuit, and how to embed intelligence into the Crumble Controller. Respond to a brief for a</p>	<p>Graphic Communication Pop up card Project</p> <p>Develop an understanding of Electronic Crumble circuit, and how to embed intelligence into the Crumble Controller. Respond to a brief for a specific user, conduct</p>	<p><i>Cooking and Nutrition</i></p> <p>Food safety &amp; hygiene; macro nutrients - Carbohydrates; sensory evaluation and sensory testing; Macro nutrients – Protein and fat; Micronutrients – Vitamins and minerals; and nutritional</p>	<p><i>Cooking and Nutrition</i></p> <p>Food safety &amp; hygiene; macro nutrients - Carbohydrates; Sensory evaluation and sensory testing; Macronutrients – Protein and fat; Micronutrients – Vitamins and minerals; and nutritional needs through life; and understand the</p>



	<p>Templates, jigs, measuring, marking, sawing, sanding, construction. Test cam shaft, review and refine work. Make characters for the cam shaft toy – research Do Jo Monster designs to inform own ideas. Select materials – 9mm MDF, felt, acrylic, wire. Research Memphis movement for frame decoration. Completion of mechanical toy.</p> 	<p>Templates, jigs, measuring, marking, sawing, sanding, construction. Test cam shaft, review and refine work. Make characters for the cam shaft toy – research Do Jo Monster designs to inform own ideas. Select materials – 9mm MDF, felt, acrylic, wire. Research Memphis movement for frame decoration. Completion of mechanical toy.</p> 	<p>specific user, conduct research into past and present professionals, develop design ideas and tonal techniques, create mechanisms, develop use of CAD, construct high quality product, evaluate and test, understand new and emerging technologies.</p> 	<p>research into past and present professionals, develop design ideas and tonal techniques, create mechanisms, develop use of CAD, construct high quality product, evaluate and test, understand new and emerging technologies.</p> 	<p>needs through life; and understand the source, seasonality and functions of ingredients.  Develop practical skills through a range of predominantly savoury dishes: Chilli and vegetable noodles; Quick bread buns; Chilli con carne; Curry; Banana and blueberry muffins; Macaroni and vegetable cheese; and fish goujons.</p> 	<p>source, seasonality and functions of ingredients.  Develop practical skills through a range of predominantly savoury dishes: Chilli and vegetable noodles; Quick bread buns; Chilli con carne; Curry; Banana and blueberry muffins; Macaroni and vegetable cheese; and fish goujons.</p> 
<p>YEAR 9</p> 	<p><i>Product Design rotation</i> Night light project</p> <p>Electrical components – function, circuitry, soldering skills, design skills to show front and side views, CAD/CAM recap, technical tools and equipment recap, assembly, knowledge of function and properties of materials, e.g. polypropylene, MDF, acrylic, decorative skills. Investigate new and emerging technologies,</p>	<p><i>Product Design rotation</i> Night light project</p> <p>Electrical components – function, circuitry, soldering skills, design skills to show front and side views, CAD/CAM recap, technical tools and equipment recap, assembly, knowledge of function and properties of materials, e.g. polypropylene, MDF, acrylic, decorative skills. Investigate new and emerging technologies, and</p>	<p><i>Graphic Communication</i> Smoothie Project</p> <p>Analyse to a design brief against ACCESSFM, analyse an existing product, develop design ideas using SCAMPER, understand and apply one-point perspective and orthographic technical drawings, introduction and development of photoshop tools and skills, construct a high-quality smoothie carton, evaluate and test final product.</p> 	<p><i>Graphic Communication</i> Smoothie project</p> <p>Analyse to a design brief against ACCESSFM, analyse an existing product, develop design ideas using SCAMPER, understand and apply one-point perspective and orthographic technical drawings, introduction and development of photoshop tools and skills, construct a high-quality smoothie carton, evaluate and test final product.</p> 	<p>Cooking and Nutrition</p> <p>Food provenance; food waste and food labelling; seasonal foods and food miles; factors affecting food choice; and understand the source, seasonality and function of ingredients  Develop practical skills through a range of predominantly savoury dishes: Halloumi and vegetable kebabs; Thai green curry; Casserole; Swiss roll; Cottage pie; Koftas and flatbread;</p>	<p>Cooking and Nutrition</p> <p>Food provenance; food waste and food labelling; seasonal foods and food miles; factors affecting food choice; and understand the source, seasonality and function of ingredients  Develop practical skills through a range of predominantly savoury dishes: Halloumi and vegetable kebabs; Thai green curry; Casserole; Swiss roll; Cottage pie; Koftas and flatbread; and Decorated cheesecake.</p>



Design and Technology – Subject content KS3 – **Designing, Making, Evaluating, Technical knowledge and Cooking & Nutrition.** Pupils in year’s 7, 8 and 9 will rotate every 10 weeks.

	<p>and understand impact of products on society and the environment - sustainable energy. Test electrical components – explain why it does/doesn’t work. Biomimicry – toy using vertebrae idea to bend and move.</p> 	<p>understand impact of products on society and the environment - sustainable energy. Test electrical components – explain why it does/doesn’t work. Biomimicry – toy using vertebrae idea to bend and move.</p> 			<p>Cheese and onion pasties; and Decorated cheesecake.</p> 	
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