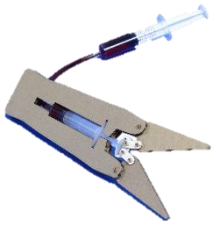
Design and Technology Curriculum

Year 7

Projects (Main Emphasis)	Skills/Objectives
Food Technology: Bread Rolls, Carrot Cake, Pizza and Tortilla's 	Exciting and creative course, which focuses on practical cooking skills as well as developing a deeper understanding of nutrition, food provenance and the functional and chemical properties of food. Students will also learn about British and international culinary traditions, food security and food safety.
Technology: Cell Phone Tower Model (Structures) 	Design Process Structures Classification of Structures Reinforcement of Structures Visual Pollution Construction skills New
Technology: Steady Hand Game (Electronics) 	How to make comb joints in wood. To learn the purpose of the Router. To know how to wire up circuits. To accurately cut out and shape pine, acrylic and Bright drawn mild steel. To learn about appropriate material finishes.
Technology: Face Mask (Design Elements) 	Lines. The first and most basic element of design is the line. ... Shapes. The second element of design is shape, when a two-dimensional line encloses an area. ... Colours. Colour is another powerful element of design. ... Typography. ... Texture. ... Space. Adapted
Technology: Toy (Product Analysis) 	Design process Skills Media Skills Advertising Product Analysis

Aldworth
Building bright futures

Year 8

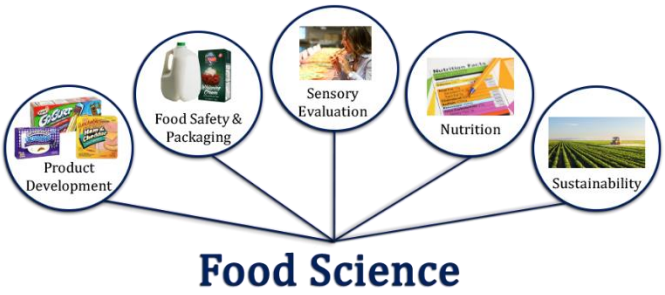
Projects	Skills/Objectives
Food Technology: Victoria Sponge, Stir Fry, Empanadas, Fish and chips 	Exciting and creative course, which focuses on practical cooking skills as well as developing a deeper understanding of nutrition, food provenance and the functional and chemical properties of food. Students will also learn about British and international culinary traditions, food security and food safety.
Technology: Jaws of Life Model (Simple mechanisms) 	Design Process Levers Linkages Pneumatic Systems Hydraulic Systems Water Scarcity Construction skills New
Technology: Clock (Design and properties of material) 	Research – Knowledge of how to conduct effective independent research • Design – considering different possibilities & drawing these to produce a final design • Craftsmanship - the quality of something that has been skilfully made. • Evaluation
Technology: Speaker Box (Electronics) 	To design and make a speaker box using laser cutting techniques and electronically wiring and soldering the components of the speakers. Adapted
Technology: Clay Shoe (Design Elements) 	Design process Skills Clay Techniques New
Technology: Biscuit Box (Packaging) 	Product Design Packaging theory 3D Nets – Link with Mathematics Media and Marketing elements New

Aldworth
Building bright futures

Year 9

Projects	Skills/Objectives
Food Technology: Lasagne, Quiche, Fishcakes, Thai green Curry, 	Exciting and creative course, which focuses on practical cooking skills as well as developing a deeper understanding of nutrition, food provenance and the functional and chemical properties of food. Students will also learn about British and international culinary traditions, food security and food safety.
Technology: Architecture 	Design skills and knowledge. Knowledge of building and construction. To be thorough and pay attention to detail. Thinking and reasoning skills. Customer service skills. Analytical thinking skills. The ability to use your initiative. New
Technology: T Shirt Tote (Textiles and Design) 	Design skills and knowledge. To be thorough and pay attention to detail. Analytical thinking skills. The ability to work on your own. Working with textiles.
Technology: Pencil Case (Textiles) 	To design and make a pencil case using textile techniques and product design development. New
Technology: Wire Sculpture (Properties of metal) 	Design Process Properties of Metals Studying Wire Sculptures Wire Technical Skills New
Technology: Promotional Box (Product Development 	Design Process Product Development Advertising Photoshop Skills New

Year 10

Projects	Skills/Objectives
Food Technology: 	In year 10 will be spent focussing on the theory of nutrition, healthy eating, food science and food safety. Practical skills will also be developed, such as; knife skills, fruit and vegetable preparation, use of equipment, cooking methods, sauce making, dough making, pastry making, marinating and setting mixtures. There will be opportunities for students to cook both savoury and sweet dishes although an understanding of healthy eating and nutrition will be an important factor in their choice.
3D Design (Technology) 	3D modelling is used to shape many of the things we see in our everyday lives. From video games to architecture, we've all likely benefited from 3D modelling technology. The year 10s will begin this new curriculum path by designing and making a lamp inspired by well-known artists. It will be done through a Product design lens to incorporate the best of both worlds. New

Year 11

Projects	Skills/Objectives
Food Technology: 	In year 11 the focus is the two pieces of controlled assessment. A food investigational task which is worth 15% and a food preparation task that is worth 35% and contains a three-hour practical exam.
Product Design 	Where Creativity meets Science Theory. The syllabus is varied and build on principles from Key Stage 3. The focal differences are the CAD programmes recognised in industry (or equivalent) and materials used during the Non-Exam Assessment in year 11. The NEA and exam are each worth 50%. Year 11s are working on a desk tidier project for their NEA.