



## Design and Technology Learning Overview – Key Stage 3

Year 7	<u>1a</u>	<u>1b</u>	<u>2a</u>	<u>2b</u>	<u>3a</u>	<u>3b</u>
<b><u>Curriculum</u></b>	<b>Materials Technology: Mobile Phone Holder</b>		<b>Food</b>		<b>Graphic Design Snack Bar – Packaging/POS</b>	
<b><u>Assessment Point tests</u></b>	<b><u>Week beginning 21<sup>st</sup> October</u></b> Understanding effects of design achievements. - Solving design problems. - Know manufacturing processes of engineering materials.		<b><u>Week beginning 3<sup>rd</sup> February</u></b> Know how food can cause food poisoning Understand the importance of nutrition in planning menus		<b><u>Week beginning 8<sup>th</sup> June</u></b> -Understanding the requirements of a design brief. - Responding to a brief - Developing design ideas	
<b><u>Assessment point revision</u></b>	-Describing design achievements and explaining their effects. -Describing manufacturing processes and their applications- CAD/CAM. -Calculating the area of a geometric shape. -Converting isometric drawings into 3 <sup>rd</sup> angle orthographic projections.		<b><u>Hygiene and safety in the food room</u></b> Hazards Environmental Health Officer- role and responsibilities Conditions needed for bacteria to reproduce 4 Cs – cross contamination, cooking, cleaning, and chilling. <b><u>Nutrition and Health</u></b> Eat well Guide and healthy eating guidelines Nutrients –macronutrients – protein, carbohydrates and fats.		-Analysing and interpreting a design brief -Identifying client needs -Creating effective design ideas  Pupils may want to look at Illustration, advertising, branding, packaging, typography, digital design.	
Students will study rotations of materials technology, Food and graphic design. Students will rotate subject areas throughout the year depending on groups.						



## Design and Technology Learning Overview – Key Stage 3

Year 8	<u>1a</u>	<u>1b</u>	<u>2a</u>	<u>2b</u>	<u>3a</u>	<u>3b</u>
<b><u>Curriculum</u></b>	<b>Materials Technology</b> <b>Ball Bearing Maze Game Box</b>		<b>Food</b>		<b>Graphic Design</b> <b>Juice – Packaging/POS</b>	
<b><u>Assessment</u></b> <b><u>Point tests</u></b>	<b><u>Week beginning 7<sup>th</sup> October</u></b> - Understanding effects of design achievements. - Solving design problems. - Know manufacturing processes of engineering materials. - Understanding Material properties.		<b><u>Week beginning 20<sup>th</sup> January</u></b> Know how food can cause food poisoning Understand the importance of nutrition in planning menus		<b><u>Week beginning 18<sup>th</sup> May</u></b> <b><u>Focus</u></b> -Understanding the requirements of a design brief. -understand the work of recognised graphic designers -Producing graphic designs based on the work of an existing designer.	
<b><u>Assessment</u></b> <b><u>point revision</u></b>	-Describing manufacturing processes and their applications -Calculating the volume of a geometric shape. -Converting 3 <sup>rd</sup> angle orthographic drawings into isometric projections. -Describing properties of materials and explaining why materials are selected for use.		Describe food related causes of ill health, including allergies and intolerances Describe the role and responsibilities of the Environmental Health Officer describe common types of food poisoning describe the symptoms of food induced ill health Eat well guide and Healthy Eating guidelines Nutrients – macronutrients and micronutrients.		-Analysing and interpreting a design brief -Identifying client needs -Creating effective design ideas  Pupils may want to look at Illustration, advertising, branding, packaging, typography, digital design.	

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