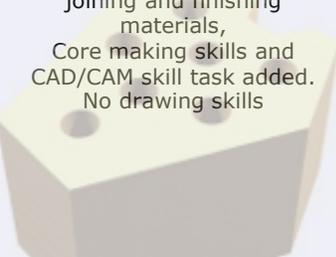
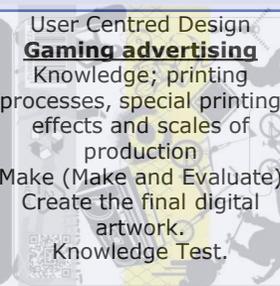


Design and Technology Key-stage 3 Curriculum Overview

	Cooking and Nutrition	Cooking and Nutrition	Product Design Half-term 1	Product Design Half-term 2	Paper and Board half-term 1	Paper and Board Half-term 2	HW
Year 7	<p>Hygiene and safety / storage of foods. Introduction to cooking skills. Commodities: fruit and vegetables. <u>Practical sessions include:</u> salads- knife skills, soup- hob, blender pizza toast- grill</p>	<p>Healthy eating- eatwell guide. Commodities: butter, oils, margarine and sugars. Food labelling <u>Practical sessions include:</u> flapjack x 2 - hob, oven Fairy cakes- creaming method, oven use / timing</p>	<p>User Centred Design <u>Pencil stationery holder</u> Knowledge; materials, tools and equipment, health and safety. Designing and Making skills Formal drawing techniques Oblique, isometric and Orthographic projection. CAD/CAM Timber and polymers practical task</p>	<p>User Centred Design <u>Pencil stationery holder</u> Use of hand tools and Machine tools focus on Health and Safety Practical cutting, shaping drilling timber Evaluation and testing of finished pencil block holder</p>	<p>User Centred Design <u>Graffiti key ring and Blister packaging</u> Knowledge; card paper, tools and equipment, health and safety. Designing and Making skills Designing CAD Design a personal logo key ring and blister pack</p>	<p>User Centred Design <u>Graffiti key ring and Blister packaging</u> Knowledge; card paper, tools and equipment, health and safety. Making skills CAM</p>	<p>Homework – literacy comprehension linked to weekly knowledge Tests – Core materials -with an end of topic test at the end of the rotation</p>
Year 8	<p>Healthy eating developed into nutrition knowledge-5 main nutrients. Commodities: bread, cereals, oats, rice Practicals sessions include – baked items such as Rockcakes, scone-based pizza, bread x 2</p>	<p>Food preservation / safe storage of food. Commodities: milk, cheese, yoghurt Practical sessions include: – macaroni cheese, white sauce, healthy balanced meal</p>	<p>User Centred Design <u>Desktop tidy</u> Knowledge; manufacturing, joining and finishing materials, Core making skills and CAD/CAM skill task added. No drawing skills</p> 	<p>User Centred Design <u>Desktop tidy</u> Knowledge; manufacturing, joining and finishing timber, Make Plan Evaluate Desktop organiser – module design with designing element reduced much longer time allocated to Core practical and CAD/CAM Skills -</p>	<p>Target Market Design <u>Gaming advertising</u> Knowledge; CAD/CAM type advantages and disadvantages. Designing CAD and DTP Skills focus Design ADVERT for a new game or existing game</p> 	<p>User Centred Design <u>Gaming advertising</u> Knowledge; printing processes, special printing effects and scales of production Make (Make and Evaluate) Create the final digital artwork. Knowledge Test.</p> 	<p>Homework – literacy comprehension linked to weekly knowledge Tests – Core materials -with an end of topic test at the end of the rotation</p>
Year 9	<p>Nutritional knowledge developed and linked to dietary needs of different groups in society- Diet through Life. Vegetarianism Commodities : meat, fish, poultry, eggs. Practical sessions include: Main meals- savoury rice, ragu sauce, bolognaise</p>	<p>Food safety/ food poisoning. Sustainable food issues, reduce food miles. Commodities: Soya, tofu, beans, nuts and seeds Practical sessions include: Cottage pie. Pastry making- shortcrust and choux</p>	<p>Production scales Rethink – Reuse centred design Knowledge; social, moral and environmental issues. Batch production manufacturing and manufacturing specification. <u>Manufacture an LED angle poise light.</u></p> 	<p>Production scales Rethink – Reuse centred design Knowledge; social, moral and environmental issues. <u>Manufacture an LED angle poise light.</u> Skills focus CAD Added – CAD/CAM skills longer time given and practical tasks for embedding core skills.</p>	<p>Corporate Design <u>Isle of Wight musical festival Packaging Design</u> Knowledge; social, moral and environmental issues. Designing (research and design) packaging design and a poster project Net development CAD laser cutting and layout skills</p>	<p>Corporate Design. <u>Isle of Wight musical festival Packaging Design</u> Make (Make and Evaluate) CAD packaging and DTP the magazine layout Knowledge Test Skills focus CAD Added – CAD/CAM skills longer time given and CAD skills tasks for embedding core skills.</p>	<p>Homework – literacy comprehension linked to weekly knowledge Tests – Design in our World -with an end of topic test at the end of the rotation</p>

Design and Technology GCSE Curriculum Overview

GCSE	Autumn 1 Half-term	Autumn 2 Half-term	Spring 1 Half-term	Spring 2 Half-term	Summer 1 Half-term 1	Summer 2 Half-term	HW
Year 10 GCSE DT EDUQAS	Mini Controlled assessment. Lighting Context Iterative design Contextual Analysis Product Analysis Designers Research Primary user	Mini Controlled assessment. Lighting Context Iterative design concept sketching Modelling iterations Flow chart Manufacturing CAD/CAM On-shape 3D Modelling Evaluation	Timber project, skills based Production processes and manufacturing techniques. Using CNC milling machine, templates and jigs Art deco inspired design task for box detailing. 2D design - CAD on SHAPE Modelling Mock examinations	Card modelling project to develop skills in constructional model making using corrugated card. Students use templates and instructions and work independently to make a card model of a digital SLR camera.	Controlled Assessment Design task and Research AO1 Contextual Analysis Product Analysis Designers Research Primary user Deadline. Hand in and marked	Controlled Assessment Design Brief and Specification AO2 Iterative design concept sketching Deadline. Hand in and marked.	Homework – literacy comprehension linked to weekly knowledge Tests– Design in our World and core materials recap- to embed the knowledge with an end of topic test at the end of the rotation – Q6 in-depth knowledge exam questions revision then tested in class with a walk through marking.
Year 11 GCSE DT EDUQAS	Controlled Assessment Design Development CAD/CAM/Modelling	Controlled Assessment Making (final Product) CAD/CAM/Modelling	Controlled Assessment Evaluation Theory and revision for examination	Exam Practice Revision Sessions Themed question research			

Eduqas Hospitality and catering Vocational Level 1-2 Curriculum Overview

KS4	Autumn 1 Half-term	Autumn 2 Half-term	Spring 1 Half-term	Spring 2 Half-term	Summer 1 Half-term 1	Summer 2 Half-term	HW
<p>Year 10 Level 1 / 2 Hospitality and catering</p>	<p>Unit 1.1: The environment of the hospitality and catering industry- job roles, types of service, standards and ratings, kitchen brigade, success of a business</p> <p><u>commodities:</u> Eggs, flour, fats, raising agents, milk, sugar,</p> <p><u>Practicals:</u> Victoria sponge -aerating, macaroni cheese – sauce making, pastry making.</p>	<p>unit 1 .2 Understand how hospitality and catering provision operates- workflow equipment, documentation, dress code, customer needs.</p> <p><u>Commodi ties:</u> meats, fruit and vegetables</p> <p><u>Practicals:</u> knife cuts, soup and bread making, timeplans</p>	<p>Unit 2: nutrition Dietary needs of groups in society</p> <p><u>Commodi ties:</u> meats,</p> <p><u>Practicals:</u> chicken & meat dishes</p> <p><u>Presentation methods</u></p>	<p>Unit 1.3 Understand how hospitality and catering provision meets health and safety requirements- HASAWA, RIDDOR, COSHH</p> <p><u>Practicals :</u> high skills dishes: roulade / choux</p>	<p>Nutrition: macro and micro nutrients, needs of different groups in society, deficiencies, cooking methods</p> <p>Unit 1.5 Be able to propose a hospitality and catering provision to meet specific requirements</p> <p><u>Presentation methods</u> <u>Independent choice and individual practical</u></p>	<p>Practical mock</p> <p>Theory mock exam paper</p> <p>Unit 1.5 Be able to propose a hospitality and catering provision to meet specific requirements</p>	<p>the revision guide and workbook. This is used weekly as a task that covers specific topic content then complete the workbook tasks and pages that coincide with the task. This embeds learning been delivered during lesson time.In addition, pupils will need to source ingredients for cooking recipe research.</p>
<p>Year 11 Level 1 / 2</p>	<p>Unit 1.4 Know how food can cause ill health</p> <p>Introduce the</p>	<p>Controlled assessment</p>	<p>Controlled assessment</p> <p>Timeplan</p>	<p>Evaluations Submit CA for teacher</p>	<p>Revisit all topics in Unit 1 in</p>		

Cambridge Nationals (OCR) Child development Level 1 / 2

curriculum Overview

KS4	Autumn 1 Half-term	Autumn 2 Half-term	Spring 1 Half-term	Spring 2 Half-term	Summer 1 Half-term 1	Summer 2 Half-term	HW
<p>Year 10 Level 1 / 2 Child development</p>	<p>Begin RO57: Health and wellbeing for child development.</p> <p>Topic 1 : Understand reproduction, roles and responsibilities of parenthood</p>	<p>Topic 2: Understand antenatal care and preparation for birth</p> <p>Introduce Controlled assessment RO58 Task 1 : equipment task</p>	<p>CA : Task 2 : safety and room planning</p>	<p>RO58 task 3 : Nutrition, meal design, feeding a baby</p> <p>RO58 task 4: Making the meal / feed / evaluate</p> <p>Submit CA for teacher assessment and moderation</p>	<p>RO57 Topic 3: understand postnatal checks, postnatal provisions and conditions for development.</p>	<p>RO57 Topic 4: Understand how to recognise, manage and prevent childhood illness.</p> <p>Know about child safety.</p>	
<p>Year 11 Level 1 / 2 Child development</p>	<p>Introduce the new controlled assessment task for RO59</p>	<p>Controlled assessment Y11 PPE (mocks)</p>	<p>Controlled assessment RO59</p>	<p>Evaluations Submit CA for teacher assessment and moderation</p>	<p>Revisit all topics in RO57 in preparation for the written exam</p>		

Eduqas Building and Construction Vocational Level 1-2 Curriculum Overview

