# Curriculum Progression Pathway

# **DESIGN TECHNOLOGY**

### **Design Technology**

#### Why is the study of Design and Technology important?

Design and Technology is a practical and valuable subject. It enables you to actively contribute to the creativity, culture, wealth and well-being of yourself, your community and your nation. It teaches you how to take risks and so become more resourceful, innovative, enterprising and capable. You will develop a critical understanding of the impact of design and technology on daily life and the wider world. Additionally, it provides excellent opportunities for you to develop and apply value judgments of an aesthetic, economic, moral, social, and technical nature both in your own designing and when evaluating the work of others.

The subject at Outwood Academy Bishopsgarth is split up into the following categories:

- Food technology: Learning about making healthy choices through the Health & Wellbeing Programme whilst learning key practical skills÷through Technology lessons.
- Textiles technology: Developing a range of decoration techniques and making a range of creative textile products.
- Resistant Materials Technology: Developing a range of practical skills whilst designing and making products using a variety of materials, including wood, plastic and metal.

#### What skills will the study of Design and Technology teach you?

Design and Technology applies knowledge, skills and understanding from within the subject itself, and also a wide range of other sources such as science and mathematics. Design and Technology will teach you to:

- Develop resilience by not being afraid of challenges when solving problems, but to break them down and keep trying.
- Be creative in developing solutions to real world problems.



- Use modelling and annotated sketches to develop and communicate ideas.
- How to act responsibly within a practical environment thinking of the safety of yourself and others.
- Identify how to competently use a range of practical techniques across a range of disciplines.
- Apply and use CAD/CAM equipment to design and manufacture a range of products and components considering scale of production and precision.
- Work independently and part of a team to solve complex problems.
- Construct reasoned arguments to ethical, social and moral problems that have arisen due to technology and communicate these in an effective way.
- Identify links between different materials and contextual references.
- Test, evaluate and refine their ideas and products against a specification, taking into account the views of intended users and other interested groups.
- Understand and apply the principles of nutrition and health.
- Cook a repertoire of predominantly savoury dishes so that they are able to feed themselves and others a healthy and varied diet.
- Become competent in a range of cooking techniques (for example, selecting and preparing ingredients: using utensils and electrical equipment, applying heat in different ways: using awareness of taste, texture and smell to decide how to season dishes and combine ingredients, adapting and using their recipes).

#### What will you know and understand from your study of Design and Technology?

- How to classify materials including smart materials and discuss their physical properties.
- How to use simple electronic circuits incorporating inputs and outputs.
- How to manufacture products with reference to their material's physical properties.
- Students will learn to use and adjust equipment and machinery dependent on tasks.
- Use learning from science and mathematics to help design and manufacture components and products.
- Students will learn to consider the influence of a range of lifestyle factors and consumer choices when designing and analysing products.
- Students will know and understand additional factors to consider such as ergonomics, anthropometrics or dietary needs.
- How to use a variety of approaches, for example biomimicry and user-centred design to generate creative ideas and avoid stereotypical responses.
- Students will be able to evaluate products through disassembly to determine how they are constructed and function and consider the life cycle analysis.
- How to competently use a range of cooking techniques for example, selecting and preparing ingredients; using utensils and electrical equipment.
- The principles of nutrition and health including energy, nutrients, water, fibre, diet and health and nutritional needs throughout life and the risks of an unbalanced diet.
- A repertoire of predominantly savoury dishes in line with the principles of the eatwell guide.
- To feed oneself taking into account personal preference, socio-economic aspects, nutritional and health needs.
- Healthy and varied diets as depicted in the eat-well plate and 8 tips for healthy eating.
- To explore the origin and product of food products and ingredients.

- To consider how seasons may affect the food available.
- To consider the function, nutrient profile and sensory attributes of ingredients.
- To study a range of food commodities eg. cereals, fruits, vegetables, meat, fish, eggs, fats/oils, milk dairy food products.
- To develop a range of preparation, cooking and presentation skills.
- To plan menus for a range of individual and nutritional needs.
- To prepare and cook safely to prevent food poisoning.
- To explore the effect of advertising, marketing and packaging on food choice.

#### How does your study of Design Technology support your study in other subjects?

Design Technology develops a number of skills that will support your study of other subjects, as so many of the skills you will acquire in Design Technology are transferable. Design Technology disciplines will develop your focus, resilience, self-expression, teamwork, mathematical skills and problem solving and communication skills, which will help you in **all** of your other subjects. It will give you an opportunity for creative expression and practical thinking and encourage you to think about how to improve home designs and encourage healthy eating etc. Some students may take this even further and discover a subject that provides them with a life-long hobby or career that enhances their life for years to come. All students will gain an understanding of healthy diets etc. The ability to think creatively and problem solve are crucial in Engineering, Mathematics and Science. It will foster an interest and skill in cooking and may lead to study of subjects such as catering etc.

#### How can you deepen your understanding of Design Technology?

To enhance your work in lessons, there will be times when we explore the professional workplace and wider design practices and materials. This will deepen your understanding of professional work and introduce you to new techniques and ideas.

You will also have the opportunity to deepen your understanding of Design Technology disciplines through extracurricular opportunities, where you can continue to develop your creative ideas, or work on specific design projects.

#### How are you assessed in Design Technology and Hospitality and Catering?

Throughout the 5 years in Design Technology you are assessed using the following assessment objectives which ensure that you can cumulatively build your subject understanding in preparation for future study in KS4 and after Academy life. There are 6 assessment points each year that we term Praising Stars©. In the years 7 & 8, before GCSE subjects are chosen, we assess how students are performing against age related expectation and, as students' progress onto Level 1/2 courses such as GCSE and Cambirdge Nationals and Vocational courses, we assess how their current stage of study reflects how they are on track to reach their end of KS4 targets

which are formulated on aspirational expectation from their KS2 starting points. For both lower and upper years we make an informed judgement from our holistic assessments based on our subject mapping of expectation across the Design Technology curriculum.

#### **Assessment Objectives in Hospitality and Catering**

Unit I - Exam - The Hospitality and Catering Industry

- LOI: Hospitality and catering provision
- LO2: How hospitality and catering provisions operate.
- LO3: Health and safety in hospitality and catering.
- LO4: Food safety in hospitality and catering.

Unit 2 - Controlled Assessment - Hospitality and Catering in Action

- LOI: Understand the importance of nutrition when planning menus
- LO2: Understand menu planning
- LO3: The skills and techniques of preparation, cooking and presentation of dishes
- LO4: Evaluating cooking skills

### **Assessment Objectives Design and Technology**

	Design	Make	Evaluate	Technical Knowledge
KS 4	Understand that all design and technological practice takes place within contexts which inform outcomes  Investigate and analyse the work of past and present professionals and companies in the area of design and	Develop and apply in-depth knowledge by selecting and working with appropriate materials and components in order to produce a prototype  Apply in depth knowledge using appropriate and accurate marking out methods including: measuring and use of reference points, lines	Test, evaluate and refine their ideas and products against the specification taking into account the views of intended users and other interested groups.  Critically evaluate new and emerging technologies to inform design decisions; considering contemporary and potential future scenarios from	Understand the impact of new and emerging technologies on industry, enterprise, sustainability, people, culture, society and the environment, production techniques and systems.  Know how energy is generated and stored in order to choose and use

technology in order to help inform their own ideas

Use different design strategies, such as collaboration, user-centred design and systems thinking, to generate initial ideas and avoid design fixation.

Design and develop at least one prototype that responds to needs and/or wants and is fit for purpose, demonstrating functionality, aesthetics, marketability and consideration of innovation

Consider additional factors such as ergonomics and anthropometrics.

and surfaces; use templates, jigs and/or patterns; work within tolerances; understand efficient cutting and how to minimise waste.

Follow procedures for safety and write risk assessments.

Use specialist techniques and processes to shape, fabricate, construct and assemble a high-quality prototype, including techniques such as wastage, addition, deforming and reforming, as appropriate to the materials and/or components being used

Use appropriate surface treatments and finishes for functional and aesthetic purposes

different perspectives, such as ethics and the environment.

Evaluate an increasing range of designers, engineers, technologists and manufacturers and be able to relate their products to their own designing and making.

appropriate sources to make products and to power systems.

Understand developments in modern and smart materials, composite materials and technical textiles.

Understand how electronic systems provide functionality to products and processes, including sensors and control devices to respond to a variety of inputs, and devices to produce a range of outputs

Understand how the use of programmable components are used to embed functionality into products in order to enhance and customise their operation

Understand the functions of mechanical devices, to produce different sorts of movement, changing the magnitude and direction of forces:

Know how to make adjustments to the settings of equipment and machinery such as sewing machines and drilling machines.

				Use learning from science and maths to help design and make products that work.
KS 4	Work confidently within a range of relevant domestic, local and industrial contexts, such as the home, health, leisure, culture, engineering, manufacture etc.  Consider the influence of a range of lifestyle and consumer choices when designing products.  Take creative risks when making design decisions.  Analyse where human values may conflict and compromise has to be achieved.  Decide which design criteria clash and determine which should take priority.  Consider additional factors such as ergonomics and anthropometrics.	Produce costings spreadsheets for products they design and make.  Match and select suitable materials and their fitness for purpose.  Adapt their method of manufacture to changing circumstances.  Recognise when it is necessary to develop a new skill or technique.  Follow procedures for safety and understand the process of risk assessments.  Make independent choices when selecting and using a broad range of manufacturing techniques including hand craft skills and machinery to manufacture products precisely.  Apply a range of finishing techniques to a broad range of materials.	Evaluate the concept of circular economy approaches in relation to product development and consumption.  Test, evaluate and refine their ideas and products against the specification taking into account the views of intended users and other interested groups.  Evaluate new and emerging technologies.  Evaluate an increasing range of designers, engineers, technologists and manufacturers and be able to relate their products to their own designing and making.	How to construct and use simple and compound gear trains to drive mechanical systems from a high revving motor.  How to make adjustments to the settings of equipment and machinery such as sewing machines and drilling machines.  Use learning from science and maths to help design and make products that work.  Understand the properties of materials, including smart materials, and how they can be used to advantage.

<b>Y9</b>	Develop 2D and 3D design skills further by experimenting further with CAD packages.
	Specific focus on isometric and orthographic drawing skills.

Use a larger proportion of mixed, natural woods, taking into account their properties.

Dedicated focus on traditional joining methods, prioritising accuracy throughout.

Make independent choices when selecting and using CAD/CAM to manufacture products/components and apply surface finishing techniques to increase the standard of quality.

Explain and follow procedures for safety and understand the process of risk assessments.

Make independent choices when selecting and using a broad range of manufacturing techniques including hand craft skills and machinery to manufacture products precisely.

Apply a range of finishing techniques to a broad range of materials.

Select appropriate methods to evaluate their products in use and modify them to improve performance.

Produce short reports making suggestions for improvements.

Evaluate products that they are less familiar with using themselves.

Evaluate products considering life cycle analysis.

Evaluate how products can be developed considering the concept of cradle to grave.

Test, evaluate and refine their ideas and products against the specification taking into account the views of intended users and other interested groups.

Evaluate new and emerging technologies.

Evaluate an increasing range of designers, engineers, technologists and manufacturers and be able to relate their products to their own designing and making.

Understand the functions of mechanical devices, to produce different sorts of movement, changing the magnitude and direction of forces:

Know how to make adjustments to the settings of equipment and machinery such as sewing machines and drilling machines.

Know how to make informed decisions regarding the best way to produce products accurately.

Use learning from science and maths to help design and make products that work

**Y8** 

Use research to begin to explore different cultures, to identify and begin to understand user needs.

To identify and solve issues within a design development task.

Develop specifications to inform the design of innovative, functional, appealing products that respond to needs in a variety of uses.

Use a variety of influences, to generate creative ideas and avoid stereotypical responses.

Use 2D and 3D to model and develop their ideas.

Use CAD software to validate their designs in advance of manufacture.

Develop and communicate design ideas using annotated sketches, detailed plans, 3-D and mathematical modelling, oral and digital presentations and computer-based tools.

Consider additional factors such as ergonomics and anthropometrics.

Select from a wider, more complex range of materials and components, taking into account their properties.

Make simple use of planning tools for instance Gantt charts, communicate their plans clearly so that others can implement them.

Use a broad range of material joining techniques including stitching, mechanical fastenings, heat processes and adhesives.

Make independent choices when selecting and using CAD/CAM to manufacture products/components and apply surface finishing techniques to increase the standard of quality.

Follow procedures for safety and understand the process of risk assessments.

Make independent choices when selecting and using a broad range of manufacturing techniques including hand craft skills and machinery to manufacture products precisely.

Apply a range of finishing techniques to a broad range of materials.

Select appropriate methods to evaluate their products in use and modify them to improve performance.

Produce short reports making suggestions for improvements.

Evaluate products that they are less familiar with using themselves.

Evaluate products considering the life cycle analysis.

Evaluate how products can be developed considering the concept of cradle to grave.

Test, evaluate and refine their ideas and products against the specification taking into account the views of intended users and other interested groups.

Evaluate new and emerging technologies.

Evaluate an increasing range of designers, engineers, technologists and manufacturers and be able to relate their products to their own designing and making.

How to apply computing and use electronics to embed intelligence in products that respond to inputs.

How to control outputs such as actuators and motors.

How to use software and hardware to develop programmes and transfer these programmable components for example, microcontrollers.

How to make use of microcontrollers in products they design and manufacture themselves.

How to make adjustments to the settings of equipment and machinery such as sewing machines and drilling machines.

Use learning from science and maths to help design and make products that work.

Understand the properties of materials, including smart materials, and how they can be used to advantage.

Y7 Use research, such as the study of different cultures, to identify user needs

Be able to outline a simple specification to inform design ideas and guide their thinking.

Use 2D packages to model their ideas.

Produce models of their ideas using CAM to test ideas.

Be able to independently generate creative ideas informed by stimulus using annotations to explain key features relating to brief/specification.

Consider additional factors such as ergonomics and anthropometrics.

Produce ordered sequences and schedules for manufacturing products they design detailing resources required.

Make use of specialist equipment to mark out materials.

Use a broad range of material joining techniques including stitching, mechanical fastenings, heat processes and adhesives.

Select and use CAD/CAM to manufacture products/components and apply surface finishing techniques to increase the standard of quality.

Investigate and develop skills in modifying the appearance of materials including textiles and other manufactured materials.

Follow procedures for safety and understand the process of risk assessments.

Select and use a broad range of manufacturing techniques including hand craft skills and machinery to manufacture products precisely.

Evaluate their products against their original specification and identify ways to improve them.

Actively involve others in the testing of their products.

Evaluate products through disassembly to determine how they are constructed and function.

Evaluate the positive and negative impact that products can have in the wider world.

Test, evaluate and refine their ideas and products against the specification taking into account the views of intended users and other interested groups.

Evaluate new and emerging technologies.

Evaluate an increasing range of designers, engineers, technologists and manufacturers and be able to relate their products to their own designing and making.

How to classify materials by structure e.g hard words, soft wood, ferrous and non-ferrous, thermoplastics and thermosetting plastics.

Consider the physical properties of materials. E.g brittleness and malleability.

How to use simple electronic circuits incorporating inputs and outputs.

Consider textile fibre sources eg. natural and synthetic.

How materials can be cast in moulds.

Make use of sensors to detect heat, light etc such as thermistors and light dependent resistors.

How to make adjustments to the settings of equipment and machinery such as sewing machines and drilling machines.

Apply a range of finishing techniques to a broad range of materials.	Use learning from science and maths to help design and make products that work.  Understand the properties of materials, including smart materials, and how they can be used to advantage.

# **Assessment Objectives Cooking and Nutrition**

Programmes of Study for cooking and nutrition	AOI: Understand health and safety relating to food and cookery	AO2: Understand and apply the principles of nutrition and health	AO3: Understand the source, seasonality and characteristics of a broad range of ingredients	AO4: Understand factors relating to food choice (so that they are able to feed themselves and others a healthy and varied diet).	AO5: Develop practical cooking skills (so that they become competent in a range of cooking techniques and able to cook a
Key messages, advice and explanatory notes (1-8) for schools	(Explanatory note 2)	(Explanatory notes 1 &4)	(Explanatory notes 5,7&8)	(Explanatory note 3 &6)	repertoire of predominantly savoury dishes) (Explanatory note 2)
KS4 Hospitality and Catering	Know and understand the factors that affect bacterial growth and their control (including temperatures)	Be able to analyse and evaluate diets and make recommendations for improving nutritional profile.	Know and understand how cooking methods affect the nutritional content of dishes	Know and understand how medical conditions determine food choices:  Cardiovascular, obesity, bone health, dental health,	Learners are able to organise their time, dovetailing planning to produce more than one

	Know and understand the main causes of food contamination and the steps that need to be taken to prevent food poisoning  Be able to explain food safety legislation and the role of the Environmental Health Officer.  Know and understand the HACCP system and the purpose for food businesses.	Be able to calculate energy and nutritional content of recipes  Be able to explain health risks of an unbalanced diet and give sound nutritional advice on how to improve it  Know and understand the causes and effects of an unbalanced diet  Know and understand how to amend and develop a recipe to suit nutritional needs of individuals.	Know and understand why and how food is cooked and the chemical and physical changes that occur.	type 2 diabetes, iron deficiency anaemia bowel disorders, allergies and intolerances.	complex dish in the time available.  They are able to use equipment, including electrical equipment, with confidence.  They are able to use presentation and food styling techniques independently.  Be able to accurately portion foods.
KS3 Year 9	Know and understand how to identify risks (food poisoning, cross contamination) and minimise hazards in the cooking environment.	Know and understand how nutritional requirements differ for specific groups of people (Life stages, allergies and intolerances)	Know and understand how processing affects the physical, sensory and nutritional properties of foods.  Know and understand the main food groups and examples of foods for each group (cereals, fruit, vegetables, meat, fish, eggs, fats/oils, milk/dairy food products)	Know and understand the range of cultural and ethical factors that determine food choices: Religion Vegetarian/vegan Fair trade Animal welfare Know and understand the range of social and environmental factors that determine food choices: Availability (seasonal/locality)	Learners continue to develop their food preparation and cooking skills making complex dishes that meet the needs of users  They are able to follow recipes independently.  They are developing presentation and styling techniques.

			Know and understand that foods come from a range of sources (caught, reared, grown).  Know and understand that raw ingredients are processed to create food products (primary, secondary processing).	Food miles Organics Food waste Packaging and recycling	
Year 8	Know and understand the difference between use by and best before dates)  Know and understand the principles of safe storage, cooking and reheating foods.	To understand how nutritional information and allergy advice on food packaging can be used to help make healthy choices (traffic lights).	Know and understand how ingredients have different effects in a recipe and be able to describe the sensory, nutritional and physical functions of ingredients in recipes.	Know and understand the range of cultural and ethical factors that determine food choices: Advertising/marketing.  Know and understand how economic factors determine food choices and nutritional health: High and low budgets Effects of food poverty  Know and understand the range of social and environmental factors that determine food choices: Personal/family preference	Learners will make dishes of increasing complexity that further develop their food preparation and cooking skills and use a range of commodities.  - Making/shaping doughs  - Sauce making  - Blending  - Frying  - Whisking  - Seasoning  - Test for readiness

Year 7	Know and understand safe	Know and understand	Know and understand the	Learners will be able to
Year 7	and hygienic working practices and the practical steps they can take to remain safe and hygienic.  Know and understand safe preparation, usage, cleaning and storage of utensils and equipment	what is meant by a balanced diet using the current UK dietary recommendations (Eatwell guide and 8 Tips)  Know the sources and understand the functions of the nutrients that make up a balanced diet  Know and understand the importance of exercise and energy balance in maintaining a healthy	main food groups and examples of foods for each group (cereals, fruit, vegetables, meat, fish, eggs, fats/oils, milk/dairy food products)	demonstrate a range of basic food preparation and cooking skills using a variety of food commodities  -Weighing/measuring -Knife skills (bridge/ claw) -Peeling - Segmenting -Boiling/simmering
		weight.		-Rubbing in -Creaming/all-in-one - Melting - Folding - Baking

#### How can Design Technology support your future?

Of course, we offer the study of Level 1/2 Vocational courses and we encourage your continued study in this fantastic subject. Yet we know that choice and personal interest are important aspects of worthy study. Whether you have continued to study a discipline of into GCSE or A-Level or not you will have gained access to this wide enriching subject and its study of the various disciplines will have taught you to think differently and deeply.

Design courses are offered at most prestigious universities and there are many technical and vocational qualifications that can be studied in engineering, product design, graphics, electronics, catering, nutrition etc as well as routes into apprenticeships etc. The very fact that you have been able to study creative thinking, problem solving, planning and design principles will help your future application be they for colleges, universities, apprenticeships or employment.

#### Careers linked to Design Technology:

- Product Designer
- Civil engineer
- Quantity Surveyor
- Graphic Designer
- Fashion Designer
- Branding designer
- Software Engineer
- Catering
- Nutritionist
- Food technologist
- Manufacturing Engineer / manager
- Architect
- Construction
- Aerospace engineer

The list is endless as study of Design Technology opens up a world of opportunities

#### **Curriculum Planning**

It is recognised schools are teaching a wide range of KS4 specifications, the themes and subject content have been identified from the following sources:

- The Design and Technology programmes of study for KS3
- WJEC Level 1/2 in Hospitality and Catering.
- OCR Cambridge Nationals Level 1/2 in Child Development

Curriculum content only covers core knowledge common to all KS4 specifications. It is expected schools will include additional content from their chosen specification into their planning.

### **Subject Curriculum Progression Overview**

Year 7 2 lessons per week	YEAR 8 2 lessons per week	YEAR 9 I lesson per week
Students in year 9 will have I lesson per wee as The theoretical 'Cooking & Nutrition' elemen	D&T a week. All groups will have I lesson per week in T year. Years 7 and 8 will follow the same projects this glk and spend half the year in Food and half the year in RM Years 7 and 8 initially but develop a wider range of finish t of the Knowledge Rich Curriculum for Design & Technarriculum whilst the practical skills are delivered through	year. IT on a rotation. Year 9 will follow the same projects ning skills. Hology in Years 7 and 8 is partly delivered through th
		<u> </u>

• Categorising fibres. [KiP]

#### **Printing & Quilting project**

- Introduction to design task
- Analysis of existing products [KiP]
- Smart materials
- Write simple specification [KiP]
- Designing by adapt the basic pattern pieces
- Use CAD to develop repeat patterns based on research homework.
- Printing samples modelling of block printing, stencilling, fruit & vegetable and potato printing
- Evaluation of ideas.
- Final design[KiP]
- List equipment and materials needed for their planning.
- Flowchart for making [KiP]
- Pattern cutting
- Printing fabric and making of the oven glove.
- Evaluation against specification [KiP]

- Analysis of research
- Plan and create a specification for a creative cultural cushion. [KiP]
- Decorative techniques sublimation printing/heat press, applique
- Use theme boards of existing designers/ cultural influences to develop a range of design ideas. CAD.
- Evaluate design ideas against the specification and identify which to make. [KiP]
- Produce final design.
- Plan for making including list of materials
   and equipment + flow chart (GANTT chart)
- Pattern making.
- Cutting fabrics.
- Plain seams + pressing seams open.
- Sublimation printing + Applique
- Making of piped edges zipper feet and adjusting settings of sewing machines.
- Adding zips. [KiP]
- Evaluation and testing against specification.[KiP]

# Food **Technology**

- Health and safety in Food
- Basic equipment in Food

# Learn to cook a range of healthy snacks including:

- Coleslaw
- Layered Pasta Salad
- Pizza Toast
- Chicken goujons/fish fingers
- Fruit breakfast muffins
- High fibre rock buns
- Fruity flapjacks
- Tortilla toasties
- Fruity pancakes

# Developing and demonstrating the following skills:

- Weighing/ Measuring
- Knife Skills
- Oven/ Grill management
- Coating
- Peeling
- Boiling
- Frying
- Simmering
- **Baking**
- **Blending**
- Segmenting
- Test for readiness

- Food storage
- Key temperatures and food hygiene.

## Learn to cook a range of healthy family meals including:

- Spicy tomato Soup
- Tuna fish cakes
- Macaroni cheese
- Savoury rice
- Shepherd's pie
- Pizza
- Spaghetti Bolognese
- Lasagne
- Carrot cakes
- Mince and dumplings

#### Developing and demonstrating the following skills:

- Creaming
- All in One
- Melting
- **Baking**
- Making/ Shaping dough
- Sauce making
- Whisking
- Seasoning

- Knife skills and safety
- Food poisoning /hygiene
- Cross contamination
- Cooking methods
- Nutritional needs of different groups
- Religion and diet
- Macro and micro nutrients
- Diet related illnesses prevention
- Food commodities
- Primary and secondary processing
- Seasonality
- Food miles
- **Packaging**
- Food provenance grown, reared, caught
- Recipe modification

# Learn to cook a range of predominantly savoury meals developing the following skills:

- Knife skills
- Cooking from scratch
- Rubbing in
- Pastry making and uses
- Kneading and shaping doughs
- Portion control
- Cake making methods including Whisked sponge

Creaming method

- Melting method
- Heat transfer methods
- Weighing and measuring

#### Sauce making Using a blender Learn to make a range of products Learn to make a range of products including Learn to make a range of products including Resistant including a litter picker, phone amplifier, a litter picker, phone amplifier, and STEM a litter picker, phone amplifier, and STEM **Materials** and STEM graphics challenges to gain graphics challenges to gain knowledge on: graphics challenges to gain knowledge on: **Technology** knowledge on: Health and Safety in a workshop Health and Safety in a workshop Health and Safety in a workshop Timbers and their properties Timbers and their properties Timbers and their properties Working with a range of timbers to Working with a range of timbers to Working with a range of timbers to produce mechanisms produce mechanisms produce mechanisms Sustainability Sustainability Sustainability Evaluating designs Evaluating designs Evaluating designs Levers and Mechanisms Levers and Mechanisms Levers and Mechanisms Finishing Materials Finishing Materials Developing and demonstrating the following Developing and demonstrating the following Finishing Materials Developing and demonstrating the skills in wood, metal and plastic; skills in wood, metal and plastic; following skills in wood, metal and Basic drawing skills (lines, curves and Basic drawing skills (lines, curves and plastic; shapes) shapes) Use of specialist equipment to mark out Use of specialist equipment to mark out Basic drawing skills (lines, curves and materials. (using a ruler, tri-square and materials. (using a ruler, tri-square and shapes) Use of specialist equipment to mark marking gauge) marking gauge) out materials. (using a ruler, tri-square Sawing skills (coping saw and tenon saw) Sawing skills (coping saw and tenon saw) Chiselling skills Chiselling skills and marking gauge) Model making skills (using a craft knife and Model making skills (using a craft knife and Sawing skills (coping saw and tenon making 3D forms) making 3D forms) saw) CAD skills (using photoshop and maybe 2D CAD skills (using photoshop and maybe 2D Chiselling skills Design if applicable) Design if applicable) Model making skills (using a craft knife

and making 3D forms)

Machine skills (Belt sander and pillar drill)

Machine skills (Belt sander and pillar drill)

- CAD skills (using photoshop and maybe 2D Design if applicable)
- Machine skills (Belt sander and pillar drill)
- Use a basic range of simple joining techniques including mechanical fastenings, heat processes and adhesives.
- Modifying the appearance of manufactured materials.
- Use a limited range of manufacturing techniques including hand craft skills and machinery to manufacture products precisely.
- Apply a range of finishing techniques to a broad range of materials.

- Use a basic range of simple joining techniques including mechanical fastenings, heat processes and adhesives.
- Modifying the appearance of manufactured materials.
- Use a limited range of manufacturing techniques including hand craft skills and machinery to manufacture products precisely.
- Apply a range of finishing techniques to a broad range of materials.

- Use a basic range of simple joining techniques including mechanical fastenings, heat processes and adhesives.
- Modifying the appearance of manufactured materials.
- Use a limited range of manufacturing techniques including hand craft skills and machinery to manufacture products precisely.
- Apply a range of finishing techniques to a broad range of materials.

In addition to the above, the Year 7 & 8 Students study elements of the Cooking and Nutrition strand of the D&T Curriculum through the Health & Wellbeing Curriculum.

Students study the following on a 10 - 13 week rotation.

2023 - 24 Year Plan - Year 7 & 8 - Health & Nutrition

Year 7 Health & Nutrition	Year 8 Health & Nutrition	
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Eatwell guide:	<ul> <li>Staple foods and importance of breakfast</li> </ul>	
- introduction to sections + Fruits & vegetables (5 -a-day	<ul> <li>Cooking methods and the effects on nutrients.</li> </ul>	
campaign)	<ul> <li>Factors affecting food choices</li> </ul>	
- carbohydrates /energy balance	<ul> <li>Advertising and marketing</li> </ul>	
- dairy	<ul> <li>Labelling</li> </ul>	
- protein	Diet related illness	
- oils and spreads	<ul> <li>Making healthy choices</li> </ul>	
- fibre		
8 tips for healthy eating		
Rethink your drink		
		7.3

Hospitality and Catering	Year 10	Year II
Autumn Term I	<ul> <li>LO4 Food safety in Hospitality and Catering</li> <li>Personal hygiene and knife skills</li> <li>Food related causes of ill health and chemical contamination of food</li> <li>The conditions bacteria need to grow</li> </ul>	<ul> <li>Preparation for Controlled assessment</li> <li>Nutritional value of cooking methods</li> <li>Factors affecting menu planning</li> <li>How to plan production</li> </ul>
	<ul> <li>and the key temperatures</li> <li>Food related ill health, types of food poisoning.</li> <li>Moulds and yeasts</li> <li>Allergies and intolerances</li> </ul>	Non-Exam Assessment

	<ul> <li>Food safety legislation and food labelling Develop practical skills by cooking a range of recipes including sausage casserole, Victoria sandwich cake, gingerbread, scones and pavlova:         <ul> <li>Knife skills</li> <li>Simmering</li> <li>Seasoning</li> <li>Creaming method</li> <li>Presentation skills</li> <li>Melting method</li> <li>Rubbing in method</li> <li>Portioning</li> <li>Shaping</li> <li>Testing for readiness</li> <li>Whisking</li> <li>Piping</li> </ul> </li> </ul>	
Autumn Term 2	LO4 Food safety in Hospitality and Catering  • The role of an environmental health officer  LO4 Assessment  LO1 Hospitality and Catering provision  • Commercial and non-commercial establishments  • Types of food service  • Standards and ratings  • Types of employment  • Personal attributes  Develop practical skills (pastry)  • Shortcrust pie  • Sausage rolls - puff pastry  • Profiteroles - choux pastry	Non-Exam Assessment

	<ul> <li>Spring rolls - filo pastry</li> <li>Jam and jam roly poly - suet pastry</li> <li>Christmas tree bread</li> </ul>
Spring Term I	LOI Hospitality and Catering provision  Costs of hospitality and catering businesses bus
Spring Term 2	Preparation for Controlled assessment  Protein Carbohydrates Fat Vitamins Minerals  Develop practical skills by making a range of recipes such as Cornish pasties, bread based  LO1 Hospitality and Catering provision Revision LO4 Food safety in Hospitality and Catering Revision

	pizza, cheesecake, curry, potato accompaniments and Black forest gateau:  Pastry making Portioning Crimping Veighing and measuring Glazing Decoration techniques Creaming Bread making Baking	
Summer Term I	Preparation for Controlled assessment  Minerals Fibre and water Nutrition for different life-stages Special dietary needs for individuals Develop practical skills by making a range of recipes such as sticky toffee pudding and custard, sweet and sour chicken, chilli con carne and trifle: Melting method Sauce making Seasoning Weighing and measuring Jelly making Cake making Presentation techniques	Revision for written exam
Summer Term 2	Develop practical skills by making a range of recipes including chicken kievs with savoury rice,	

	ravioli, beef burgers, panna cotta and Scotch eggs:  Coating Layering Combining ingredients Binding Frying	
	<ul> <li>Pasta making</li> <li>Portioning</li> <li>Shaping</li> <li>Presentation skills</li> <li>Seasoning</li> </ul>	

DESIGN AND TECHNOLOGY CURRICULUM PROGRESSION OVERVIEW			
Child Development	Year 10 (3 hours a week)	Year II (2 hours a week)	
Autumn Term I	RO58 - Topic Area I Accidents and accident prevention in a childcare setting  • Why children have accidents  • Types of accident  RO58 - Topic Area I Accidents and accident prevention in a childcare setting.  • Preventing accidents in a nursery  Non-Exam Assessment	RO59 Topic Area 3: Observe the development of a child aged one to five years  Observation methods Recording methods Planning activities Non-Exam Assessment	
Autumn Term 2	RO58 Topic Area 2: Choosing suitable equipment for a childcare setting  • Factors affecting choice of equipment	RO59 Topic Area 4: Plan and evaluate play activities for a child aged one to five years for a chosen area of development	

	Types of equipment     Non-Exam Assessment	Evaluating activities     Non-Exam Assessment
Spring Term I	RO58 Topic Area 3: Nutritional needs of children from birth to five years	Revision and exam preparation.
Spring Term 2	RO58 Topic Area 3: Nutritional needs of children from birth to five years  • Food sources to meet nutritional needs of different age groups  • Plan for preparing a feed. Non-Exam Assessment	Revision and exam preparation.
Summer Term I	RO59 Topic Area 1: Physical, intellectual and social developmental norms from one to five years  • Physical, intellectual and social development norms	Revision and exam preparation.
Summer Term 2	RO59 Topic Area 2: Stages and types of play and how play benefits development  Stages and types of play  Benefits of play	18.3

