

Design & Technology Key Stage 3 Outline Scheme of Work 2010 - 2011

Subject	Year 7	Year 8	Year 9
Food Technology	<p>Introduction to food safety and hygiene /basic first aid in the food rooms                      Pupils introduced to the Data Bronze award.                      Using and handling high risk foods / adaptability of recipes .Watch Dem ,make spaghetti Bolognaise                      New process, rubbing in, ratios, quality of a good scone ,Dem and make. Introduction to sensory testing                      New process muffins. Adapting recipes to suit family, nutritional values. Dem, pupils make.                      Introduction to hygienic cleaning process, COSHH awareness of cleaning materials.                      What is a balanced diet,? Healthy eating, analyse own diet and identify important nutrients.                      Plan make and evaluate own pizza idea and snack meal                      Develop own healthy option recipe</p>	<p>Recap main hygiene points                      Introduction to sensory work- use of correct terminology , methods of recording findings                      Adapting recipes to suit a particular need, identifying nutrients and costing                      Recap healthy eating pupils use knowledge to adapt meals.                      Pupils watch Demonstrations to learn a range of new skills                      Eg Sauce making, lasagne, cakes all in one versus traditional processes pastries types and proportions.                      Design ultimate cake, bake and exhibit for judging.                      Discuss correct method for making pastry, make a recipe demonstrating that skill.</p>	<p>Introduce module, safety &amp; hygiene of group work, hazard identification, outline DATA GOLD award. Brief introduction into preservation and food storage, emphasis on cook-chill and Important temps.                      Pupils will prepare and cook a range of recipe ideas; in each case they will look at how recipe can be adapted to suit a particular need.                      Possible recipes include: sweet and sour, pepperoni pasta, creamy pasta bake, curry, chicken caccatorie, recipes using fruit and chocolate mousse where they will look at the function of eggs and working with high risk foods.                      Nutritional needs of teenagers- produce an information leaflet using ICT.                      Pupils are expected to plan cook and evaluate a recipe suitable for a teenager that is a cook chill product .identify nutrients using food in focus.</p>



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Product Design	<p><b>Drawing &amp; Shading</b> Introduction to subject . Basic Oblique drawing and render/shading techniques. Childs Toy Learn to use basic hand tools and machinery Study simple circuits; solder components onto PCB, make &amp; assembly mini torch. Study into client needs, carry out research. Marking out and use of basic hand tools/machinery. Make and assemble children’s tool (Automata)</p>	<p><b>Night Light.</b> Identify client. Study of circuitry using computer simulation. Produce design using CAD, machine in Acrylic. Produce base using vacuum former. Prepare PCB and solder on components. Test and assembly; produce night light. <b>Jelly Sweets</b> Study into re-branding of products, client identification. Design and modelling, production of moulds for sweet production. Graphics for packaging. Make jelly based sweets. <b>iPod Mini Amplifier</b> Study into further circuits and systems, using computer simulation. Population and testing of audio amplifier PCB, Design for casing graphics. Final assembly and test of IPod mini amplifier.</p>	<p><b>Drawing &amp; Rendering</b> Skills development in Isometric drawing, crating and rendering techniques. <b>Designer clock</b> Introduction to theme, produce mood board, and select target audience. Use product analysis as a design tool. Modelling techniques to perfect chosen idea. Production of material samples sheet and further use of tools and machinery. Build designer clock with a quartz mechanism using range of materials, assemble and evaluate finished artefact</p>
Textiles	<p><b>Weaving</b> Introduction to Textiles Study yarn and fabrics. Produce yarn Natural dying techniques of fabric and yarn. Study weaving techniques Experiment with felt and knitting Produce final weaved artefact.</p>	<p><b>Kite Making</b> Introduction of topic, history and origin of kites. Produce instruction leaflet. Disassembly of kites exercise, instruction on use of sewing machine and practice exercise. Cutting out and stitching, apply method of appliqué. Assembly of kites using poles and bridle, test and evaluation. <b>(note: current year 8 are making pennants to displayed in the Olympic arena for the Para-Olympics.</b></p>	<p><b>Printing – Own choice project.</b> Research in patterns. Experiment with printing make printing blocks - intaglio + relief. Study into cotton and fabric decoration – Produce samples of fabric using: paints, pens, crayons, stencilling, Batik, block printing transfer crayons and tie-dye. Produce repeating patterns on computer, selection of best designs and make stencils. Put background pattern on using spray/tie-dye. Use stencil to screen print design. Experiment using sewing machine, produce own choice of fabric item; evaluate product.</p>

