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## Curriculum Overview Design Technology Food Preparation & Nutrition

	Half term 1	Half term 2	Half term 3	Half term 4	Half term 5	Half term 6
Year 7	DT: Design and Make Project: Disney Toy - Jitterbug	DT: Design and Make Project: Disney Toy - Jitterbug	DT: Design and Make Project: Disney Toy - Jitterbug	Food Technology: Practical Cooking and theory	Food Technology: Practical Cooking and theory	Food Technology : Practical Cooking and theory
	Knowledge: Analysis of brief, identification of customer, choice of theme and product research, sketching ideas, Computer Aided Design.	Knowledge: Modelling and prototypes, electronics theory.	Knowledge: Soldering, workshop tools and equipment, soldering practical.	Knowledge: Food hygiene, H&S in the kitchen, Eatwell Plate. Practical lessons include: Muffins, small cakes, Victoria Sponge.	Knowledge: Nutrition, health food choices, planning a healthy packed lunch. Practical lessons include: Pasta salad, savoury rice, Ragu Sauce.	Knowledge: Scone recipe modification, increasing the vegetables in Pizza. Practical lessons include: Pizza and scones.
	Key Skills: Analysis, primary research, drawing and rendering skills, use of CAD (2D Design) and scaling images.	Key Skills: Choice of modelling materials and equipment, use of Electronic Graphic images, modelling techniques, electronic circuits and soldering theory.	Key Skills: H&S in the workshop, soldering techniques, use of hand tools and machine tools, material properties adhesives, product assembly, evaluation.	Key Skills: Routines and disciplines in the food room, introduction to equipment, recipes and H&S. Cake making methods and techniques.	Key Skills: Introduction to nutrition and sources, functions of nutrients within the body, healthier choices. Knife skills, use of the hob, blending and sauce making.	Key skills: Understanding the function of ingredients in scones, cooking methods, menu modification, planning a dish.
Year 8	DT: Design and Make Project: Mechanical Toy – Cam Toy	DT: Design and Make Project: Mechanical Toy – Cam Toy	DT: Design and Make Project: Mechanical Toy – Cam Toy	Food Technology : Practical Cooking and theory	Food Technology : Practical Cooking and theory	Food Technology : Practical Cooking and theory
	Knowledge: Cam and lever theory, cam modelling, CAD design ideas. Knowledge of mechanisms and motion,	Knowledge: Idea development through modelling. Introduction to Isometric drawing.	Knowledge Making Cam Toy, evaluation of final product.	Knowledge: Making pastry, fatless sponge cake, factors influencing food choice, dietary needs of adolescents. Practical lessons	Knowledge: Vegetarianism, cultures and religions, School meal standards. Practical lessons include: Tuna &	Knowledge: Nutritional and GDA labelling. Energy and nutrients Practical lessons include: Planned dish, fruit biscuits, Carrot Cake.

	Key Skills: Developing 2D Design software knowledge, creative thinking.	Key Skills: Creating working models, considering proportion, model evaluation, theory of isometric drawing, hand drawing and CAD skills.	Key Skills: Marking out and cutting, moving mechanisms, gluing and pinning.	include: Sausage Rolls, Swiss Roll.  Key Skills: Function of ingredients, fats, flour & gluten. Using eggs as a raising agent, making cake without fat, research nutritional needs of a teenager.	Brocolli Pasta, Macaroni Cheese, Taglietelle.  Key Skills: Identify types and reasons of vegetarianism, understand different beliefs and food traditions, government requirements when designing school meals.	Key Skills: Follow a school food plan, food labelling requirements, sources of energy.
Year 9	DT – Theory and Practical Project (Jewellery Box)  Knowledge: COSSH, Types of wood and wood joints, 3D sketching and rendering, CAD isometric technical drawing, glues and adhesives.	DT – Theory and Practical Project (Jewellery Box)  Knowledge: Marking out Jewellery box sides and joints. Power tools and functions, Properties of Pewter and Pewter Casting, types of metals.	DT – Theory and Practical Project (Jewellery Box)  Knowledge: Types and properties of plastic, bending and forming, casting and moulding. Designing for the laser cutter, laser cutter theory. Assembly of product.	Food Technology: Practical Cooking and theory  Knowledge: Sources and function of Protein, Eggs used in cooking, Vitamins and their functions, Sugars in food. Macro and Micro Nutrients. Practical lessons include: Quiche, egg custard, beef burgers.	Food Technology: Practical Cooking and theory  Knowledge: Carbohydrates, fibre in a healthy diet, dietary fats, fats and oils, cooking methods. Practical lessons include: Spaghetti Bolognese, lasagne, bread based Pizza/Calzone.	Food Technology: Practical Cooking and theory  Knowledge: Bread making, raising agents, pastry (shortcrust), enzymic browning chemical reaction in fruit. Practical lessons include: Knife skills (carrots and onions), fruit tart, bread loaf/buns/platted loaf, Chelsea buns.
	Key Skills: Making a product using all the skills and theory studied: different wood joints, using different rendering techniques to simulate materials, producing a 3D visual, properties and uses of adhesives.	Key Skills: Using a hand router to create top and bottom, using the Flamefast to create a pewter knob.	Key Skills: Using a strip heater, vacuum former to create a tray (making a former). Tapping and threading, decorating.  Ext. Bug Project (Modelling)	Key Skills: Understanding the structure and investigating the uses of eggs. Design dishes to enhance vitamins for specific purposes, understand the types of sugar and their effect.	Key Skills: Planning and cooking a dish that contains complex carbohydrates and fibre. Investigate the types of fat in diets and types of fat and oils in cooking.	Key Skills: Study the functions and ingredients in bread, experiment with the conditions required for Yeast growth, avoid enzymic browning when cooking with fruit. Advanced knife skills – preparing vegetables.

	Half term 1	Half term 2	Half term 3	Half term 4	Half term 5	Half term 6
Year 10 DT	DT	DT	DT	DT	DT	DT
	Knowledge: Industry, Automation & robotics, Enterprise, Sustainability, Maintenance, effect society and culture has on product development, Market Push & Pull technologies.	Knowledge: Social, moral & cultural influences on design, Production techniques & systems, modelling and prototyping, energy generation, alternative energy sources.	Knowledge: Smart and modern materials, Energy storage, Natural world, analysing existing products, Computer Aided 3D Design.	Making Project: House Number Situation/brief Analysis Product Research Product Analysis Client Profile Research Analysis Design Criteria Design Ideas Design Development Modelling CAD/Working	DT NEA style TASK (Previous Year's Contextual Challenge)	DT NON-EXAM ASSESSMENT (NEA)
	Key skills: Investigate new technologies, new innovations in business. Understand environmental issues affecting product manufacturing, design for maintenance, identify the forces that affect the development of products.	Key skills: Understand the effect society and culture has on product development, use of CAD and computer systems, using models to develop products. Identify the source of nonsustainable fuels (coal, gas, oil) and sustainable sources (wind, wave, solar).	Key skills: Look at smart and nano technologies, use the natural world as a design influence, use ACCESSSFM as an analysis tool. Learn to use Google Sketchup and TinkerCad to 3D model.	Drawings Final Product  Key skills: Utilising research, planning and design skills. Further practise using tools in the workshop during modelling.	Key skills: Utilising research, planning and design skills. Further practise using tools in the workshop during modelling.	
Year 11 DT	NON-EXAM ASSESSMENT (NEA)	NON-EXAM ASSESSMENT (NEA)	NON-EXAM ASSESSMENT (NEA)	NON-EXAM ASSESSMENT (NEA)	Exam Revision	
	Knowledge: Analysis of the Contextual Challenge, Researching Existing Products. Research a chosen category. Analyse Existing	Knowledge: Create a range of annotated initial ideas, ideas justified against the Design Criteria. Further Research.	Knowledge: Model making based on drawn design ideas. Develop modelling. Develop ideas further.	Knowledge: Prototype final designs, evaluations and photographs		

	Products. Creating a	Development of Ideas	Prototyping on the		
	Client Profile. Summary of		laser. Review materials		
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	Research. Writing a		needed for making.		
	Design Criteria		Photograph all		
			models		
	Key Skills:	Key Skills:	Key Skills:	Key Skills:	
	Analyse Contextual	Sketch, draw (2D &	Use a selection of	Use knowledge and	
	Challenge. Create a	3D), render with	modelling materials	equipment to	
	research mood board	colour and describe a	to produce a 3D	produce a range of	
	of existing products.	range of ideas.	model of an idea.	prototypes	
	Analyse the Project.	Compare the design	Modify or create	identifying a final	
	Research a chosen	ideas against the	further models using	solution.	
	category. Sketch early	Design Criteria.	the same or different	Photograph and	
	ideas, render and	Research an idea	materials or sketch	evaluate against	
	annotate.	further and use	modifications before	Design Specification	
	Creatively write a	research to sketch	remodelling.		
	situation & brief.	and develop ideas.	Use CAD to produce	Final product and	
	Choose 4 interesting		isometric and	final evaluation not	
	products and analyse		orthographic, b/w	required	
	using ACCESSFM.		and colour scale		
	Imagine a suitable		drawings. Use 3D		
	client and describe		modelling software.		
	them in detail.		Draw each		
	Review research and		component for		
	explain how it will		production on the		
	help produce design		laser or by hand in		
	ideas.		CAD.		
	Write a design criteria		Write a list of		
	using ACCESSFM		materials needed to		
	based on findings.		manufacture a		
			prototype.		

	Half term 1	Half term 2	Half term 3	Half term 4	Half term 5	Half term 6
YEAR 10	Food Preparation	Food Preparation	Food Preparation	Food Preparation	Food Preparation	Food Preparation &
Food	& Nutrition	& Nutrition	& Nutrition	& Nutrition	& Nutrition	Nutrition
Preparation	Knowledge:	Knowledge:	Knowledge:	Knowledge:	FP&N NEA 1 style	FP&N NEA 2 style
& Nutrition	Life stages/Eatwell Guide, nutrition reinforcement (Macro, Micro Nutrients), Diet related diseases, Sensory Testing, Special Diets, High Skills(deboning), Poultry, Red Meat, Fish in our diet. Practical lessons include: Main course for a lifestyle, chicken & chorizo, meatballs, Special diet dish, deboned chicken dish, red meat dish, filleting fish.	Pastry, food manufacturer's legal requirements, food spoilage, food provenance, sustainable food production, food miles, seasonality, sustainable farming, organic food, free range farming, food waste, food packaging. Practical lessons include: fats in pastry experiment, savoury flan/quiche, Genoese sponge, bread based pizza, Christmas cooking.	Sustainability, food processing, food additives, cooking methods, Eggs continued, pasta making – types of flour, time plans, caramelisation. Food practical lessons include: Lemon Meringue Pie, pasta making – Ravioli, Bakewell Tart, Caramelisation Experiment.	Vegetarianism, nutritional analysis, raising agents, choux pastry Practical lessons include: Vegetarian dish, Scone Experiment, Choux Pastry product – Eclairs, Profiteroles. Easter cooking.	Investigate the ingredients used in bread making  Or  The flavour and texture of pastry is important. Investigate the functional and chemical properties of ingredients used to	Plan, prepare and cook and present a range of dishes using a variety of skill from the Mediterranean culinary tradition. Present two final dishes.
	Key skills: Analyse Dietary advice through life, BMI, balanced diet. Research Fats, carbohydrates, protein and minerals (advanced), how to carry out and record Sensory Analysis, types of test. Debone chicken, consider other types of Poultry, researching meat cuts and uses, marinating meat. Buying, preparing and	Key skills: Use of fats in pastry. Study mould and enzymic browning. Investigate and research global factors that affect food production and delivery.	Key skills: Appreciate the effects of climate change/land shortage, food manufacturing processes. Use of colourings and stabilisers in foods. Experiment with cooking vegetables, testing eggs (gelatinisation). Learn to produce a time plan. Experimenting with caramelisation.	Key skills: Undertake nutritional analysis and create nutritional labels, use FOOD4APC, discover the effect of different raising agents on products, make Choux pastry.	make shortcrust pastry.  Key skills: Investigation skills, research skills, design and planning skills, utilising baking skills and analysis of finished product.	Key skills: Investigation skills, research skills, design and planning skills, utilising baking skills and analysis of finished product.

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	cooking of fish.					
YEAR 11 Food Preparation & Nutrition	NON-EXAM ASSESSMENT (NEA2) -TASK 2 FOOD PREPARATION TASK  Knowledge: Analysis of the Contextual Challenge, Prior Knowledge, Plan research. Research relevant information. Summary of research Select 10 dishes Practical lessons: Appropriate dishes	NON-EXAM ASSESSMENT (NEA2) -TASK 2 FOOD PREPARATION TASK  Knowledge: Chose 3 Trial Dishes to make. Document choice Make dish and write up. Evaluate	NON-EXAM ASSESSMENT (NEA2) -TASK 2 FOOD PREPARATION TASK  Knowledge: Chose 2 Final Dishes to make in exam. Document choice	NON-EXAM ASSESSMENT (NEA2) -TASK 2 FOOD PREPARATION TASK  Knowledge: Time Plan Making of 2 Final Dishes Evaluation incl. Nutritional analysis	Exam Revision	
	Key Skills: Identify what needs to be researched. Use different sources to research various relevant topics. Summarise and prioritise the information. Select 10 dishes that suite the brief and explain reasons for choice.	Key Skills: Evaluate 10 dishes and choose 3 to make. Explain reasons for choice, list of skills, cooking methods and ingredients for each. Photograph and use sensory testing to evaluate.	Key Skills: Explain reasons for choice, skills required, cooking methods to be used, ingredients needed, Nutritional value, cost and Food Provenance	Key Skills: Create a time plan of the dishes being made including H&S and hygiene points. Make and present dishes in exam conditions, photograph. Use FOOD4APC to produce a nutritional analysis and costing. Detail improvements.		