Year 7	Ter	m 1	Ter	Term 2		Term 3	
	HT1	HT2	НТ3	HT4	HT5	HT6	
Key knowledge (NC driven)	-understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists	develop and communicate design ideas using annotated sketches, detailed plans, 3-D and mathematical modelling, oral and digital presentations and	-select from and use specialist tools, techniques, processes, equipment and machinery precisely, including computer-aided manufacture -test, evaluate	use research and exploration, such as the study of different cultures, to identify and understand user needs - understand developments in design and	-develop specifications to inform the design of innovative, functional, appealing products that respond to needs in a variety of situations	- develop and communicate design ideas using annotated sketches, detailed plans, 3-D and mathematical modelling, oral and digital presentations and computer-based tools -test, evaluate and refine their ideas and	
	-develop specifications to inform the design of innovative, functional, appealing products that respond to needs in a	-select from and use specialist tools, techniques, processes, equipment and machinery precisely, including computer -aided manufacture &	and refine their ideas and products against a specification, taking into account the views of intended users and other interested groups	technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists -select from and use specialist tools,	- develop and communicate design ideas using annotated sketches, detailed plans, 3-D and mathematical modelling, oral and digital presentations and	products against a specification, taking into account the views of intended users and other interested groups -select from and use a wider, more complex range of materials, components and ingredients, taking	

variety of situations computer based tools	-understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists -select from and use a wider, more complex range of materials, components and ingredients, taking into account their properties	techniques, processes, equipment and machinery precisely, including computer-aided manufacture -select from and use a wider, more complex range of materials, components and ingredients, taking into account their properties	computer-based tools	into account their properties
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Topic/ Resources e.g texts, experiment s, material area, sport etc	FOOD H&S - Transition project -Health and safety in DT - Materials - Tools /equipment - Vacuum forming	Transition project (cont.) -DesigningPractical workshop skills -Making -Health and safety in the food room - Using the stove (Bain Marie) -Packaging / food labelling -Evaluation	CONSTRUCTION Re Present Jewellery - Environm ental issues - Recycling materials - Polymers	DESIGN/ Textiles technology Environmental horrors -Textiles research -Environment (effects of textiles) -sewing skills (Running stitch, back stitch EXT Cross stitch)	Puggly doll Designing - Development - Pattern making/ cutting - Making - branding Systems and control / circuits	CONSTRUCTION Bridges - structures - forces -
Assessmen t	Step by Step vac forming guide	End of unit exam	End of project exam	Sewing skills	End of unit exam	End of year exam

Year 8	Term 1		Term 2		Term 3	
	HT1	HT2	HT3	HT4	HT5	HT6
Key knowledge (NC driven)	-understand and apply the principles of nutrition and health	understand and apply the principles of nutrition and health	-understand and apply the principles of nutrition and health	- develop and communicate design ideas using annotated sketches, detailed plans,	- develop and communicate design ideas using annotated sketches, detailed plans,	- develop and communicate design ideas using annotated sketches, detailed plans, 3-D and

repertoire of predominantl y savoury dishes so that they are able to feed themselves and others a healthy and varied diet	and refine their ideas and products against a specification, taking into account the views of intended users and other interested groups	mathematical modelling, oral and digital presentations and -select from and use specialist tools, techniques, processes, equipment and machinery precisely, including computer -aided manufacture & computer based tools - understand developments in design and technology, its impact on individuals, society and the environment, and the	mathematical modelling, oral and digital presentations and computer-based tools -select from and use a wider, more complex range of materials, components and ingredients, taking into account their properties	modelling, oral and digital presentations and computer-based tools -select from and use specialist tools, techniques, processes, equipment and machinery precisely, including computer-aided manufacture -test, evaluate and refine their ideas and products against a specification, taking into account the views of intended users and other interested groups
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Topic/	FOOD	- Specialist	DEGION	engineers and technologists CONSTRUCTION	Kiosk (cont.)	DEGION
Resources e.g texts, experiment s, material area, sport etc	Designing for clients - Specialist diets- Research (Nutrition and dietary needs)	diets (cont.) - Research and eating plans - Making Eating plans and branding/ Marketing)	DESIGN Drawing skills - develop drawing skills - Drawing types Plans, Elevations, 2 point perspective s, sections)	Architecture / /Graphic design- Kiosk - Forces and structures (developed from bridges in yr7) - CAD 2D design	- Designing - drawing types in practice - Design, evaluation and development - Making (3D modelling Incl. CAD Sketchup) -Systems and control / circuits (developed from yr 7 Environmental horrors) -Evaluation	DESIGN Creative Entrepreneur - develop drawing skills - develop creativity - develop presentation skills
Assessmen t		Eating plan / End of unit Exam	End of Project exam	Making skills	Final design / End of unit exam	End of year exam
I	Tern		Teri	m 2	To	erm 3
Year 9	HT1	HT2	HT3	HT4	HT5	HT6
Key knowledge	-cook a repertoire of predominantly savoury dishes	-cook a repertoire of predominantl y savoury	-identify and solve their own design problems and understand	develop and communicate design ideas using annotated	-understand and use the properties of materials and	-understand and use the properties of materials and the performance of

(NC	so that they are	dishes so that	how to	sketches,	the performance	structural elements
driven)	able to feed	they are able	reformulate	detailed plans,	of structural	to achieve
	themselves and	to feed	problems given	3-D and	elements to	functioning
	others a	themselves	to them	mathematical	achieve	solutions
	healthy and	and others a	- develop	modelling, oral	functioning	-understand how
	varied diet	healthy and	specifications to	and digital	solutions	more advanced
	-become	varied diet	inform the	presentations	-select from and	electrical and
	competent in a	-become	design of	and	use specialist	electronic systems
	range of	competent in	innovative,	-select from and	tools,	can be powered
	cooking	a range of	functional,	use specialist	techniques,	and used in their
	techniques [for	cooking	appealing	tools,	processes,	products [for
	example,	techniques	products that	techniques,	equipment and	example, circuits
	selecting and	[for example,	respond to	processes,	machinery	with heat, light,
	preparing	selecting and	needs in a	equipment and	precisely,	sound and
	ingredients;	preparing	variety of	machinery	including	movement as
	using utensils	ingredients;	situations	precisely,	computer-aided	inputs and outputs]
	and electrical	using utensils	-analyse the	including	manufacture	-select from and
	equipment;	and electrical	work of past and	computer -aided	-analyse the	use specialist
	applying heat	equipment;	present	manufacture &	work of past	tools, techniques,
	in different	applying heat	professionals	computer based	and present	processes,
	ways; using	in different	and others to	tools	professionals	equipment and
	awareness of	ways; using	develop and	-test, evaluate	and others to	machinery
	taste, texture and smell to	awareness of	broaden their	and refine their	develop and	precisely, including
	decide how to	taste, texture and smell to	understanding	ideas and	broaden their	computer-aided
	season dishes	decide how to	-test, evaluate	products	understanding	manufacture
	and combine	season	and refine their	against a	- understand	
	ingredients;	dishes and	ideas and	specification,	developments	
	adapting and	combine	products against	taking into	in design and	
	aaapiiig aiid	ingredients;	a specification,	account the	technology, its	
			,	views of		

	using their own recipes] -analyse the work of past and present professionals and others to develop and broaden their understanding	adapting and using their own recipes] -understand the source, seasonality and characteristic s of a broad range of ingredients.	taking into account the views of intended users and other interested groups - understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists	intended users and other interested groups	impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists	
Resources Topic/ e.g texts, experiment s, material area, sport etc	Practical cookery skills (Job role - Head chef) -Employment opportunities in Hospitality and Catering industry- Thornton Hall	Practical cookery skills -Ingredients (Seasonality / environmenta I factors) -Ingredients (New materials e.g	Design skills (Job role Graphic designer) - Employment opportunities in the design industry - Levers example for Product and	Design skills -Making -Evaluation -Presentation techniques/pres enting to clients	Making skills (Job role - Carpenter) - Employment opportunities in Manufacturing and Construction industry - Magenta and	Making skills - Cutting, shaping and finishing materials - Systems and control / Circuits and electronics (developed from yr 7 Environmental

example	vegan meat	Graphic design	Vauxhall/Jaguar	horrors and Yr8
- Job roles	replacement)	- Types of	examples <u>Jo</u>	Kiosk units)
(experiencing in	-Sauces	Graphic design	<u>Anderson</u>	
class) <u>Josh</u>	-Knife-skills	/Designers -	former DT	
former student	-Quick cheap	Howard Moore	student =	
now chef OR	nutritional	former student	singing	
girl in port	meals -	now Product	engineer (civil	
sunlight hotel	Stuffed	design engineer/	engineer/appren	
who is manager	peppers	<u>technician</u>	tice lead for ICE	
-Study famous	-Presentation	=Study one	2016	
chef - Lesson	skills	iconic graphic	- Types of	
intro - continue	SKIIIS	designer -	manufacturing	
for homework		<u>Lesson intro -</u>	(One off, mass,	
- Types of		continue for	JIT etc.) PLUS	
cooking		<u>homework</u>	New examples	
		- Basics of	such as 3d	
-Dovetailed		Graphic design	printing and	
timeplans		(colour theory,	new materials	
-Scrambled egg		layout and	-Study of	
on toast		typography)	famous	
- Weighing and		- Photoshop	architect -	
measuring		skills (developed	Lesson intro and	
(Practice with		from yr7 Charity	continue as	
water for both)		Chocolate and	homework.	
use for pizza		Yr8 Kiosk)	- Measuring and	
dough		- Design ideas	marking out	
- Costing, profit		(drawing skills	- Costing	
and loss		utilise learning	materials	
- Combining		from yr8 drawing		
ingredients -		unit)		

	and baking - Pasta			
Assessmen t		Completed practicals and chef study	Completed Graphic design poster and designer study	Completed Wooden toy and architect study

Year 10	Teri	m 1	Ter	m 2	Te	erm 3
Graphic Design	HT1	HT2	HT3	HT4	HT5	HT6
Key knowledge	Unit 01 Introduction to graphic design (LO1) Understand the components of graphic design	Unit 01 Introduction to graphic design LO2 Experiment with the graphic design components	Unit 01 Introduction to graphic design LO3 Review of graphic design experiments. Unit 02 Graphic design practice LO1 Understand the work of recognised graphic designers	Unit 02 Graphic design practice LO2 Produce a graphic design inspired by the work of a chosen graphic designer.	Unit 02 Graphic design practice LO3 Review of graphic design Unit 03 Responding to a graphic design brief LO1 Understand the requirements of a graphic design brief	Unit 03 Responding to a graphic design brief LO1 Understand the requirements of a graphic design brief

Resources Topic/ e.g texts, experiment s, material area, sport etc	- Colour theory - Tone - Line - Composition - Image - Typography - Types of Graphic design - Tools, equipment and materials	- Colour theory - Tone - Line - Composition - Image - Typography - Experiment with components of graphic design on paper and computer	Produce a study of the styles and influences of two designers Margerat Calvert *Milton Glaser *Paula Scher *Peter Saville *Jacqueline Casey *Quentin Blake *Aleksandr Rodchenko *Saul Bass *Kate Moross *Chip Kidd *Ruth Ansel *Josef Müller-Brockmann -Design ideas and development	Adobe Photoshop and Illustrator - Produce book cover, record or magazine cover in style of chosen designer	Adobe Photoshop and Illustrator Design practice - Produce the following - Merseytrav el poster - Boxing poster (Use of typography and primary colours) - Film poster (Action film composition and hierarchy) - Packaging design (Line, Tone, Typography, legislation) Evaluation of designs	In response to a set client brief, Produce a range of design ideas (at least 3), annotate them explaining how they address the components of graphic design, choose the most effective and produce a final version (using Photoshop or a physical medium).
Assessmen t	Completed examples (4 for eac so 6 x 4h) of each of the 6 components	End of term written exam	4 Page study of 2 chosen designers and their work	Completed piece of work	Designs against brief and reflective content of evaluation	- Mock Project brief 8 (of 17.5 real) hour external assessment (Half marks 2/4 LO's over 5 hours - Ideas and Design

with			sections (Miss out
annotation			development and
			evaluation)

Year 10	Term 1		Term 2		Term 3	
Catering	HT1	HT2	HT3	HT4	HT5	HT6
Key knowledge	Unit 1 LO4: Know how food can cause ill health. LO1: Understand the importance of nutrition when planning meals.	Unit 2 LO1: Understand the importance of nutrition when planning meals. LO2: Understand menu planning.	Unit 2 LO1: Understand the importance of nutrition when planning meals. LO2: Understand menu planning.	Unit 1 LO1: Understand the environment in which hospitality and catering providers operate.	Begin Practical assignment (9 hours overall for final pieces of work after learning) LO1: Understand the importance of nutrition when planning meals. LO2: Understand menu planning.	Produce dishes to be served on a range of different menus. Revision Mock written external exam (Past paper)

Resources Topic/ e.g texts, experiments, material area, sport etc	 Food poisonin g Kitchen hygiene Macro nutrients 	 Macro nutrients Micro nutrients 	 Consider ations when planning menus Cost Nutrition Customer needs Seasons 	 Types of provision Job roles Supply Working hours / contracts Profit and loss 	-Risk assessment - Environmental health (incl. E V officer)	o vegetarian/, vegan dishes o dairy free o gluten free o low fat diets o healthy school meals
Assessment	- Phase test results	- Phase test results	- Phase test results	- Portfolio of evidence - Phase test results	- Complete d risk assessme nts - Environm ental health officers example report	Mock written external exam (Past paper) -Dovetailed Plan of making

And if appropriate...

Year 10	Term 1		Term 2		Term 3	
Construction	HT1	HT2	HT3	HT4	HT5	HT6
Key knowledge	Unit 5: Exploring Carpentry and	Unit 5: Exploring Carpentry and	Unit 5: Exploring Carpentry and	Unit 2: Scientific and Mathematical	Unit 2: Scientific and Mathematical	Unit 2: Scientific and Mathematical

	Joinery Principles and Techniques	Joinery Principles and Techniques	Joinery Principles and Techniques	Applications for Construction	Applications for Construction	Applications for Construction
Topic/ Resources e.g texts, experiment s, material area, sport etc	Learning aim A: Understand tools, materials and equipment used in carpentry and joinery	Learning aim B: Develop practical skills using safe techniques to produce a timber frame.	Learning aim B: Develop practical skills using safe techniques to produce a timber frame.	Learning aim A: Understand the effects of forces and temperature changes on materials used in construction	Learning aim B: Use mathematical techniques to solve construction problems	Learning aim B: Use mathematical techniques to solve construction problem
Assessmen t	Assignment 1 Tools, equipment and materials report.	Assignment 2 - Risk assessment	Assignment 2 - complete wooden frame	Assignment 1 - Report on the the effect of materials on construction materials	Assignment 2 - using mathematical techniques to solve construction problems	Mock exam

Year 11	Teri	m 1	Term 2		Term 3	
Graphic Design	HT1	HT2	НТ3	HT4	HT5	HT6
Key knowledge	Unit 04 Graphic design portfolio	Unit 04 Graphic	Unit 04 Graphic design portfolio	Unit 04 Graphic design portfolio	Unit 04 Graphic design portfolio	Completion of internally assessed

		design portfolio				units and unfinished work
Topic/ Resources e.g txts, experiment s, material area, sport etc	LO2 Produce your final graphic design idea	LO2 Produce a graphic design portfolio	LO2 Produce a graphic design portfolio	LO2 Produce a graphic design portfolio	LO2 Produce a graphic design portfolio	LO2 Produce a graphic design portfolio
Assessmen t	Review of Portfolio	Review of portfolio against exam board criteria	Internal assessment of Portfolio	External assessment 10 hours (Mock)	External assessment 10 hour practical exam	

Year 11	Term 1		Term 2			Term 3
Catering	HT1	HT2	HT3	HT4	HT5	HT6
Key knowledge	Unit 1 LO1: Understand the environment in which hospitality and catering	Unit 1 LO1: Understand the environment in which hospitality and catering	Produce dishes to be served on a range of different menus.	Internally assessed Synoptic assignment - Completion	Internally assessed Synoptic assignment - Completion	Completion of missed synoptic work - Prep and revision for Re-sit of External written exam

	providers operate. LO3: Understand how Hospitality and catering provision meets health and safety requirements.	providers operate. LO3: Understand how Hospitality and catering provision meets health and safety requirements.				
Topic/ Resources e.g texts, experiment s, material area, sport etc	- plan, trial, prepare, cook and serve a three course meal or range of dishes for a target group, or target catering outlet.	- plan, trial, prepare, cook and serve a three course meal or range of dishes for a target group, or target catering outlet.	o vegetarian/, vegan dishes o dairy free o gluten free o low fat diets o healthy school meals			
Assessmen t	Planning/ Portfolio	Planning/ Portfolio -External written exam	Internally assessed Synoptic assignment - Completion -External written exam	Internally assessed Synoptic assignment - Completion	Internally assessed Synoptic assignment - Completion	External written exam

Year 11	Term 1		Term 2		Term 3	
Construction	HT1	HT2	HT3	HT4	HT5	HT6
Key knowledge	UNIT 1: Construction Technology	UNIT 1: Construction Technology	UNIT 1: Construction Technology	Unit 3: Construction and Design	Unit 3: Construction and Design	Unit 3: Construction and Design
Topic/ Resources e.g texts, experiment s, material area, sport etc	Learning aim A: Understand the structural performance required for low-rise construction	Learning aim B: Explore how sub-structures are constructed	Learning aim C: Explore how superstructures are constructed	Learning aim A: Understand the work of the construction industry	Learning aim B: Understand a client's needs to develop a design brief for a low-rise building	Learning aim C: Produce a range of initial sketch ideas to meet the requirements of a client brief for a low-rise building.
Assessmen t	External exam -	External exam	External exam	Assignment 1 - Understand the work of the construction industry	Assignment 2 -Understand a client's needs to develop a design brief for a low-rise building	Assignment 3 - Produce a range of initial sketch ideas to meet the requirements of a client brief for a low-rise building