	Introduction to Design + Innovation	Food + Cookery	
Y7 Y8	 Antroduction to Design + Innovation For the first 13 weeks of Year 7, learners will complete an introduction in where they will experience different subject areas for mini taster essions, before beginning a regular carousel rotation of those subject reas until the end of Year 8. The aim is to provide learners with a ange of basic skills which will be developed over the next 2 years. Personalised design task based on learner's likes and interests. Baseline quiz to show us what learners already know about D+I. Textiles practical sample of surface decoration and embroidery Designing clothing items to a specification. Sending emails using the school email account. Using the internet to find out information. Learning safe knife skills and making a fruit salad. Using tools and equipment to measure, mark, and cut timber. Learning the basics of using grids to draw: square and isometric. Short written assessment to show what has been learned. Learning how to create and customise simple pop-up mechanisms. 	 Food + Cookery: Lunchtime & world foods Learners will acquire a range of food & nutrition-related knowledge through a range of exercises. Alongside this, learners will develop their practical skills by hygienically creating a range of food products following the principles of food safety. Follow health & safety rules to prepare a range of meals & snacks. Practice & develop a number of key food preparation skills, including using all parts of the cooker. Evaluate the products made based on the sensory properties of the dishes & own skills. Understand & apply the principles of a healthy diet (based on the eatwell guide & 8 tips). Recall the names of nutrients; discuss sources & functions. Explain how bacteria can be reduced & minimised; know the key temperatures relating to food safety. Use the senses to evaluate different foods including using taste testing skills to analyse existing products. Explore social & moral issues relating to food choice; including fair trade, organic, food miles, food waste. Understand & state/explain the functions of ingredients. Show understanding of ingredients by designing food products. 	Fashion + Textiles: Cull Learners will design & taking decorative inspin wall-hanging fabric artLearn basics of using
	Design + Technology: Material Properties	Design + Innovation: Systems + Devices	Informatio
D K m p • • • • • • • • • • •	 +T: Material Properties: Polymers + Metals nowledge of Polymers & metals, polymer & metal manufacture nethods, complete a design process to manufacture a series of roducts. Name & describe the properties of different polymers & metals. Explain the categories of polymers & metals. Describe key plastic manufacturing methods. Create a suitable design brief & specification. Analyse relevant existing products. Communicate my ideas with drawings & annotations. Create & use a template to improve accuracy. Understand health & safety in a workshop environment. Manufacture a series of products using different tools, equipment & machines. Complete a series of evaluations of my products. 	 D+T: Systems + Devices: Mechanisms + Electronics Types of motion, parts of a lever, linkages & CAMs. Cams, levers, forces, motion & linkages. Applying knowledge to mini practical projects. Electrical components, navigation around 2D Design, Soldering & Laser cutting. Name & describe the four types of motion. Explain how a lever works & its component parts. Calculate the effort required to life the load on a lever. Describe the input & output of a given linkage. Name & describe the function of CAMs. Name & describe the function of a variety of electrical components. Navigate around 2D Design. Calculate the value of resistors. Safely & accurately solder components onto a PCB. Evaluate & test your work against a manufacture job card. 	ICT: e-Safety, Comput Email, passwords, PP, y programming. Data sto systems model, image Send an email on t Use PowerPoint to Use word to constr Identify ways to ke Use Kodu to make Describe inputs, ou Convert decimal nu Use Python to cons Understand how in Use graphical tech

Fashion + Textiles

<u> Itural Influences: Mexico + Japan</u>

make two fabric pieces: a pencil-case pouch, iration from the Day of the Dead festival; & a t piece, taking inspiration from Japanese life.

- ng a sewing machine to construct textiles.
- culture to inform design ideas.
- apply cold-water dyes.
- non natural and synthetic fibres and fabrics.
- s inspired by personal interests.
- ed pencil-case pouch using a range of skills.
- e Culture to inform design ideas.
- Shibori resist-dyeing technique.
- ent fabric construction methods.
- create and print a graphic onto fabric.
- se the process of sublimation printing.
- ecoration and hand-embroidery skills.

on + Computer Technology

ing Basics + Micro:bit Programming

word. E-Safety. Computing - graphical corage, Binary, Python, input > Process > output e manipulation

- the school system.
- produce a presentation.
- ruct a document.
- eep me safe online.
- a computer game.
- utputs & data storage on computers.
- umbers to binary & back.
- struct computer programs.
- mages are stored on computers.
- iniques to produce an image.

		Food + Cookery	F
Υ9	Design + Innovation in Year 9 In the last half-term of year 8, learners are presented with the offered subject areas – based upon some of our KS4 (GCSE or equivalent) subjects. Learners are then given the opportunity to put the five offered subjects into order of preference – from most preferred to least preferred. These preferences are then used to group the learners for year 9, where they will study three of the five areas. In most cases learners will get their top three preferences, in some order. Some learners may get given their fourth preference depending on group sizes (no learner will be given their fifth choice). The idea is to give learners a more in-depth experience in the subject areas, where more content can be delivered and skills learned can be developed further. Design + Innovation in year 9 will provide a good base of skills which should provide useful if a learner chooses one (or more) of our subjects for year 10 (learners are free to choose any option subjects for year 10 whether they have studied them in year 9 or not).	 Food + Cookery: Food for life Learners will build on the knowledge already acquired during year 7 or 8 to explore how food is needed for a healthy lifestyle. Alongside this, learners will further develop their practical skills by hygienically creating a range of more challenging food products following the principles of food safety. Further develop food preparation skills. These include more complex techniques such as pasta & pastry making ensuring health & safety rules are followed. Evaluate the products made based on the sensory properties of the dishes & own skills. Recap nutrients & analyse meals against the eatwell guide. Deepen the understanding of nutrition by exploring the health benefits of a variety of vitamins. Broaden the knowledge of food provenance: where food comes from for foods that are grown, reared or caught. Apply the understanding of nutrition by designing food products which alter the nutritional profile to meet a dietary need. 	 Fashion + Textiles: Clott Learners will customised developed textiles skills embroidery & will designed calico tote bag – develous sewing; & three-diment Design a fashion can brand (of own choid Explore visual elem pattern, colour, text Develop skills of han fashion silhouettes, Develop skills of fast then by using comption Recap knowledge of Build on resist-dyeit Build on sewing-man functional textile iter Develop surface de on fabric, and sublimited
	D+T: Materials: Timbers	Computer-Aided Design	
	 D+T: Material Properties: Timbers Knowledge of woods, timber manufacture methods, using iterative design principles to manufacture a product. Name & describe the properties of different timbers. Name & explain why a variety of joints are used. Create a suitable design brief & specification. Create a client profile that influences the design process. Analyse an existing product. Communicate my ideas through drawings & annotations. Complete an iteration of an idea. Safely manufacture a product including soldering. Complete an evaluation, testing the product against a specification. 	 <u>Computer Aided Design</u> Use tutorials to complete complex 3D designs in Fusion 360, work towards a given brief, prepare a design for CAM/3D printing. Give a description of the 3D printing process & its uses. Navigate around Fusion 360 confidently. Work to a given brief successfully. Apply knowledge of fusion tools to make parts & components independently. Demonstrate how to create a working drawing with accurate dimensions. Demonstrate how to render a design. Demonstrate how to prepare a design for CAM. 	 <u>Creative iMedia: Visua</u> Pre-production docume diagrams; colour theory Adobe Photoshop. Produce pre-produce Use Photoshop to confilters). Create & present does Make considered che typography to suit of Use Photoshop to positive of the second secon

Fashion + Textiles

othing + Accessories

e a plain, white t-shirt by using a combination of ls: resist-dyeing; sublimation printing; & handign & make a personalised/monogrammed loping skills of surface decorations; machine nsional textile product construction.

apsule-collection for teenagers, for a famous ice).

nents of art and design to develop ideas for line, xture, etc. inspired by personal interests.

and-sketching designs by modifying basic

s, using a range of customisation options.

shion illustration – initially by hand drawing,

puter-aided design to generate colourways. of textiles fibres and fabrics.

ing skills learned in year 7/8.

achine skills learned in year 7/8 to construct tems.

ecoration skills – including, drawing and painting limation printing.

Creative iMedia

al Identity + Digital Graphics

nents: mind-maps, mood-boards, visualisation ry; typography; textile printing methods; using

uction documents: mind-maps & mood-boards. complete image manipulation (adjustments,

design ideas clearly using visualisation diagrams. choices regarding the use of colour &

chosen music genre.

produce digital graphic of original design for n choice.