

OVERVIEW	<p>In Design Technology we offer an inclusive curriculum that allows pupils to learn about a wide range of knowledge and skills based on the disciplines of cooking & nutrition, product design & resistant materials. Each component subject is taught on a termly rotation.</p> <p>In Year 7, we aim for students to gain knowledge on health & safety in the kitchen and workshop settings, and an understanding of the core skills needed to become a competent chef and skilled designer / manufacturer.</p>		
COOKING & NUTRITION	<p>Study begins with an introduction to the concept of hygiene and health & safety in the kitchen environment and learn about food groups, nutrition, and different dietary needs.</p> <p>Knife skills are covered, along with safe use of a range of cooking equipment through the following dishes: Toasties; Cous-cous; Chicken Nuggets; Potato Wedges; Pizza Purcell; Pasta dishes; Sweetcorn Fritters and Flapjacks.</p>	<p style="text-align: center;">Assessment</p> <p>Pupils are teacher assessed on a range of practical cooking skills including safe working, quality of outcome and evaluations.</p> <p>This is reported as a termly percentage.</p>	<p style="text-align: center;">Personal Development</p> <p>This rotation develops confidence and independence around cooking equipment and diet.</p> <p>They understand the laws governing food hygiene and safety.</p>
PRODUCT DESIGN	<p>Pupils begin their journey with an introduction to workshop health & safety before a baseline assessment of their drawing and measuring skills. They then test their designing and making skills by producing a simple product of their own design.</p> <p>In the pocket game project, they learn to write a specification, measuring and marking out accurately using timber, tools and evaluate their completed designs against their original intentions.</p>	<p style="text-align: center;">Assessment</p> <p>For each project, pupils are teacher assessed on the quality of their designing, practical outcomes, and evaluation skills.</p> <p>This is reported as a termly percentage.</p>	<p style="text-align: center;">Personal Development</p> <p>Pupils develop their personal responsibility around health & safety.</p> <p>They are given the opportunity to express their creative talents in response to the design briefs.</p>
RESISTANT MATERIALS	<p>The journey begins with health & safety in the workshop before developing a range of 2D and 3D design techniques including isometric drawing, 2-point perspective and texture rendering.</p> <p>These skills are then put into practice in the “blockbots” project where pupils design a unique character before manufacturing this using a range of marking out, cutting and shaping tools before applying a high-quality painted finish to their model.</p>	<p style="text-align: center;">Assessment</p> <p>For each project, pupils are teacher assessed on the quality of their designing, practical outcomes, and evaluation skills.</p> <p>This is reported as a termly percentage.</p>	<p style="text-align: center;">Personal Development</p> <p>Pupils are given the chance to develop their design talents and express their creativity.</p> <p>They work in a respectful and responsible manner in the workshop.</p>

Useful resources for supporting your child at home

Knowledge Organiser – The Design Technology knowledge organisers contains key facts students need to know about key concepts, tools and techniques. You could test your child on their ability to remember these facts or get your child to self-quiz using the ‘Read, Cover, Write, Check’ technique.

Cooking – Encourage your child to cook at home, whether for pleasure or to provide meals for the whole family.