

## Programme of Study – D&T

Aspirations: enjoy, experience success, future plans

Cultural Capital: wider world and contexts, exposure to experiences outside the bubble

Personal confidence: resilience, problem solving

Creative skills: mastery, personal expression, innovation

Year 7/8





<b>Year</b>	<b>7/ 8 (Design &amp; Technology Cycles)</b>
<b>Rationale/ narrative</b>	During this course students will be studying both Food & Cookery and DT. Each subject will be completed on an 8 week rotation. Below is an overview of each subject, how each subject is assessed and the homework requirements.
<b>Food &amp; Cookery</b>	In food and cookery students will be learning the principles of food safety & hygiene. Students will be able to apply this understanding to the preparation of the food. During practical sessions key cookery skills will be learned and applied. Students will be introduced to the foundations of nutrition as well as exploring factors that affect food choice. All of these topics and skills will be revisited in year 8, this will build on the foundations set in year 7 and prepare them for more in depth learning in the future.
<b>Assessment</b>	Students will be assessed on both their practical skills and knowledge of the subject. Skills are assessed during a practical lesson in which students are observed cooking and then judged by the teacher. This replicates a practical assessment at KS4. Alongside this, students will be set mini knowledge based exams on each topic. These two assessments would then be combined.
<b>Homework</b>	Homework in this subject will be to purchase, weigh and bring in ingredients for practical lessons. Questions based on the ingredients will be added to the recipe sheets for students to answer at the

	<p>very beginning of each practical lesson. Please note, there is no expectations of students in receipt of PPC to purchase ingredients. However, the recipe sheet will still be given as</p>
DT	<p>Lessons will be structured around implementing and understanding the design process. Firstly by understanding and deciding their own design brief, specification and client. Students are able to design a product for a particular client. Product research is carried out so students become familiar with products that exist already, which can provide as inspiration. The designing process is about students planning ideas that come alive through mark making and colour. Students are taught to always refer back to the design brief and specification to ensure the produce has purpose. To develop students practical skills they are asked to make a maquette/model of their chosen design. This is a good way to test the product and to highlight any issues that need to be addressed before it is made using machinery and materials. Student will be using a laser cutter and will be shown how to use 2D Design which is a piece of software (CAD CAM) that connects to the laser cutter. Once the product has been made and the finishing touches have been added students then evaluate their product against the design process along with client feedback.</p>
Assessment	<p>Each term students will be assessed on particular skills needed to become a designer these will relate to which part of the design process they are working on.</p>
Homework	<p>Weekly pieces of homework set – students will become familiar with the materials, machines, tools and skills needed to become a designer and maker within Design and Technology</p>