### **Design and Technology**

### Year 7



**OVERVIEW** 

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.

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.

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.

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.

#### **ASSESSMENT**

Students are teacher assessed on a range of practical cooking skills including safe working, quality of outcome and evaluations.

This is reported as a termly percentage.

### PERSONAL DEVELOPMENT

This rotation develops confidence and independence around cooking equipment and diet.

They understand the laws governing food hygiene and safety.

### Block BotDesign a

- Design and making skills: End product is a wooden block bot toy inspired by an existing character.
- Learning safe workshop practice with knowledge and understanding of how to use tools and machinery correctly.
- Existing product analysis.
- Understanding timbers: soft wood, hard wood and man made boards
- · Isometric drawing
- Learning techniques to successfully sketch ideas in a product design style
- · Production planning
- Project evaluation

#### **ASSESSMENT**

For each project, pupils are teacher assessed on the quality of their designing, practical outcomes, and evaluation skills.

This is reported as a termly percentage.

## PERSONAL DEVELOPMENT

Pupils develop their personal responsibility around health & safety. They are given the opportunity to express their creative talents in response to the design briefs.

#### **WWF Bag for Life**

Textiles skills: making a Bag for Life inspired by WWF – studying fibres and fabrics, developing textiles skills, both modern and traditional, learning how to be creative with fabrics and embellish a product to enhance the aesthetics and use, learning how to use a sewing machine, learning how to construct a well-made, high quality product from a given design brief – termly rotation in Design and Technology.

#### **ASSESSMENT**

For each project, pupils are teacher assessed on the quality of their designing, practical outcomes, and evaluation skills.

This is reported as a termly percentage.

# PERSONAL DEVELOPMENT

Pupils are given the chance to develop their design talents and express their creativity. They work in a respectful and responsible manner in the workshop.

### 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.

PRODUCT DESIGN

# (TILES