Design Technology—Food

Subject	DT– Food
Term	Rotation 1
Duration (approx.)	6 weeks
Module	Healthy Salads

Skills and concepts to be developed and assessed (linking to identified AOs)

- Food Hygiene
- Safe use of knives, graters and peelers
- Prepare fruit and vegetables
- Oven baking
- Rubbing in method

Factual knowledge to be taught and assessed (including subject specific vocabulary).

- Eat-well plate. Factors that must be considered in a healthy diet.
- How to select healthy ingredients according to their nutritional value.
- Sensory factors in food evaluation using terms related to texture, taste and appearance.
- Selecting the correct utensils for each operation.

Formative Assessment/key piece of work prior to end of unit:

In this module we will be assessing the following:
AO1: Designing skills-D1
AO2: Making skills-M1
AO3: Evaluating-E3
AO5: Cooking and Nutrition—N1 N2 N3
NB: the codes refer to the specific areas within each assessment objective (AO) in the national curriculum.
During the module pupils' performance will be judged against the AO's as they are completed.

Summative Assessment
All KS3 D&T projects are formally assessed at the end of each unit when an overall judgment will be made on:
Acquiring skills
Developing skills
Proficient skills
Excellent skills

Building Retention: What prior learning must be built upon/revisited and how will it be assessed?

The module will assume that all pupils will have had some experience of cooking previously at school or in the home. However no prior knowledge is required for a pupil to fully access the course.

Spelling-Punctuation-Grammar
How will you promote high standards within this module?

Written work is checked and corrected using school policy and literacy codes.
Keyword sheets are completed by students, check and corrected as necessary.
Work will adhere to the school and department policy for presentation.

Link forward: where next for the learning?

After this module pupils will experience two different areas in D&T.
Because D&T is one subject the systems pupils experience across each module will be seen again in subsequent modules even though the focus areas will be different.

Pupils complete each of the Design Technology units over a period of 6 weeks as a carousel

Design Technology—Graphics

Subject	DT– Graphics
Term	Rotation 1
Duration (approx.)	6 weeks
Module	CD/Pop-up

Skills and concepts to be developed and assessed (linking to identified AOs)

- Writing specifications
- Analysis of user needs and designer responsibilities
- How to draw and render
- How to use Serif Draw Plus
- How to construct Pop-up mechanisms
- How to model design ideas
- How to peer assess
- How to evaluate products

Factual knowledge to be taught and assessed (including subject specific vocabulary).

- Copyrighting and why it is important to designers.
- Properties of paper and cardboard
- Facts about pop-up designer Robert Sabuda
- Key words and their definitions
- Typography

Formative Assessment/key piece of work prior to end of unit:

In this module we will be assessing the following:
AO1: Designing skills-D2, D3, D4
AO2: Making skills-M1, M2
AO3: Evaluating-E3
AO4: Technical Knowledge-T1

NB: the codes refer to the specific areas within each assessment objective (AO) in the national curriculum.
During the module pupils' performance will be judged against the AO's as they are completed.

Summative Assessment
All KS3 D&T projects are formally assessed at the end of each unit when an overall judgment will be made on:
Acquiring skills
Developing skills
Proficient skills
Excellent skills

Building Retention: What prior learning must be built upon/revisited and how will it be assessed?

The module will assume that all pupils will have had some experience of graphics / drawing at school or at the home. However no prior knowledge is required for a pupil to fully access the course.

Spelling-Punctuation-Grammar
How will you promote high standards within this module?

Written work is checked and corrected using school policy and literacy codes.
Keyword sheets are completed by students, check and corrected as necessary.
Work will adhere to the school and department policy for presentation.

Link forward: where next for the learning?

After this module pupils will experience two different areas in D&T.
Because D&T is one subject the systems pupils experience across each module will be seen again in subsequent modules even though the focus areas will be different.

Pupils complete each of the Design Technology units over a period of 6 weeks as a carousel

Design Technology—RM

Subject	DT– Resistant Materials
Term	Rotation 1
Duration (approx.)	6 weeks
Module	Jitterbug

Skills and concepts to be developed and assessed (linking to identified AOs)

- How to mark out, cut, drill shape and form rigid polystyrene sheet.
- How to work safely in a D&T room.
- How to use a vacuum former
- Identify electronic components.
- Use electrical solder to join components
- Assemble simple mechanical components
- Draw 2D and 3D designs
- Evaluate using ACCESSFM technique.

Factual knowledge to be taught and assessed (including subject specific vocabulary).

- Plastics, types, uses and the environment.
- Thermoplastics and thermosetting plastics.
- Drawing schematic and electrical diagrams.
- Input, control and output in an electrical system.
- Input, control and output devices (electrical).
- Batch production techniques.
- Flow diagrams.

Formative Assessment/key piece of work prior to end of unit:

In this module we will be assessing the following:
AO1: Designing skills- D4
AO2: Making skills-M1, M2
AO3: Evaluating-E3
AO4: Technical Knowledge-T1

NB: the codes refer to the specific areas within each assessment objective (AO) in the national curriculum.
During the module pupils' performance will be judged against the AO's as they are completed.

Summative Assessment

All KS3 D&T projects are formally assessed at the end of each unit when an overall judgment will be made on:
Acquiring skills
Developing skills
Proficient skills
Excellent skills

Building Retention: What prior learning must be built upon/revisited and how will it be assessed?

The module will assume that all pupils will have had some experience of building kits and working with resilient materials at school or at the home. However no prior knowledge is required for a pupil to fully access the course.

Spelling-Punctuation-Grammar
How will you promote high standards within this module?

Written work is checked and corrected using school policy and literacy codes.
Keyword sheets are completed by students, check and corrected as necessary.
Work will adhere to the school and department policy for presentation.

Link forward: where next for the learning?

After this module pupils will experience two different areas in D&T.
Because D&T is one subject the systems pupils experience across each module will be seen again in subsequent modules even though the focus areas will be different.

Pupils complete each of the Design Technology units over a period of 6 weeks as a carousel

Design Technology—Food

Subject	DT– Food
Term	Rotation 2
Duration (approx.)	6 weeks
Module	Pizza

Skills and concepts to be developed and assessed (linking to identified AOs)

- Food safety and hygiene
- Correct and safe use of equipment
- Preparation of fruit and vegetables—peeling slicing, layering
- Skills of shaping, rolling, decoration
- Weighing, measuring
- Rubbing in method

Factual knowledge to be taught and assessed (including subject specific vocabulary).

- Evaluation of existing products
- Food labelling
- Understanding individual food needs
- Selection of ingredients linked to Eat-well guide
- Nutritional value of selected ingredients
- Sensory evaluation of products using star profile
- Development of chosen product

Formative Assessment/key piece of work prior to end of unit:

In this module we will be assessing the following:
AO1: Designing skills-D1, D5
AO2: Making skills-M1
AO3: Evaluating-E3
AO5: Cooking and Nutrition—N1, N3, N4

NB: the codes refer to the specific areas within each assessment objective (AO) in the national curriculum.
During the module pupils' performance will be judged against the AO's as they are completed.

Summative Assessment
All KS3 D&T projects are formally assessed at the end of each unit when an overall judgment will be made on:
Acquiring skills
Developing skills
Proficient skills
Excellent skills

Building Retention: What prior learning must be built upon/revisited and how will it be assessed?

The module will assume that all pupils will have had some experience of cooking previously at school or at the home. However no prior knowledge is required for a pupil to fully access the course.

Spelling-Punctuation-Grammar
How will you promote high standards within this module?

Written work is checked and corrected using school policy and literacy codes.
Keyword sheets are completed by students, check and corrected as necessary.
Work will adhere to the school and department policy for presentation.

Link forward: where next for the learning?

After this module pupils will experience two different areas in D&T.
Because D&T is one subject the systems pupils experience across each module will be seen again in subsequent modules even though the focus areas will be different.

Pupils complete each of the Design Technology units over a period of 6 weeks as a carousel

Design Technology—Graphics

Subject	DT– Graphics
Term	Rotation 2
Duration (approx.)	6 weeks
Module	Blister packaging & desk tidy

Skills and concepts to be developed and assessed (linking to identified AOs)

- Drawing in Oblique
- Creating logos
- Designing pictograms
- Modelling with paper and card
- Understanding & working with nets
- Modelling Blister packaging
- Using Serif Drawplus
- How to evaluate products

Factual knowledge to be taught and assessed (including subject specific vocabulary).

- Functions of packaging
- Production methods
- Vacuum forming
- The 6R's
- Pictograms and their usages
- Health and Safety
- The Summer/Winter Olympics

Formative Assessment/key piece of work prior to end of unit:

In this module we will be assessing the following:
AO1: Designing skills-D2, D3, D4
AO2: Making skills-M1, M2
AO3: Evaluating-E3
AO4: Technical Knowledge-T1

NB: the codes refer to the specific areas within each assessment objective (AO) in the national curriculum.
During the module pupils' performance will be judged against the AO's as they are completed.

Summative Assessment
All KS3 D&T projects are formally assessed at the end of each unit when an overall judgment will be made on:
Acquiring skills
Developing skills
Proficient skills
Excellent skills

Building Retention: What prior learning must be built upon/revisited and how will it be assessed?

The module will assume that all pupils will have had some experience of graphics / drawing at school or at the home. However no prior knowledge is required for a pupil to fully access the course.

Spelling-Punctuation-Grammar
How will you promote high standards within this module?

Written work is checked and corrected using school policy and literacy codes.
Keyword sheets are completed by students, check and corrected as necessary.
Work will adhere to the school and department policy for presentation.

Link forward: where next for the learning?

After this module pupils will experience two different areas in D&T.
Because D&T is one subject the systems pupils experience across each module will be seen again in subsequent modules even though the focus areas will be different.

Pupils complete each of the Design Technology units over a period of 6 weeks as a carousel

Design Technology—RM

Subject	DT– Resistant Materials
Term	Rotation 2
Duration (approx.)	6 weeks
Module	Charity Racer

Skills and concepts to be developed and assessed (linking to identified AOs)

- How to mark out, cut, shape and form copper
- How to work safely in a D&T room
- How to use a brazing hearth
- Finish and decorate with enamel
- Identify ferrous and nonferrous metals
- Join metals with epoxy resin
- Draw 2D designs and make 3D models
- Evaluate their work
- Develop a product to be used by others

Factual knowledge to be taught and assessed (including subject specific vocabulary).

- Ferrous and nonferrous metals, uses and properties
- Mark, cut and shape metal by hand
- Heat treatment and enameling
- To do a problem analysis
- Evaluate their work as it develops
- Present design drawing accurately

Formative Assessment/key piece of work prior to end of unit:

In this module we will be assessing the following:
AO1: Designing skills-D3,4 & 5
AO2: Making skills-M1, M2
AO3: Evaluating-E3
AO4 : Technical Knowledge—T1 & 2

NB: the codes refer to the specific areas within each assessment objective (AO) in the national curriculum.
During the module pupils' performance will be judged against the AO's as they are completed.

Summative Assessment

All KS3 D&T projects are formally assessed at the end of each unit when an overall judgment will be made on:
Acquiring skills
Developing skills
Proficient skills
Excellent skills

Building Retention: What prior learning must be built upon/revisited and how will it be assessed?

The module will assume that all pupils will have had some experience of working with resilient materials at school or at the home. However no prior knowledge is required for a pupil to fully access the course.

Spelling-Punctuation-Grammar How will you promote high standards within this module?

Written work is checked and corrected using school policy and literacy codes.
Keyword sheets are completed by students, check and corrected as necessary.
Work will adhere to the school and department policy for presentation.

Link forward: where next for the learning?

After this module pupils will experience two different areas in D&T.
Because D&T is one subject the systems pupils experience across each module will be seen again in subsequent modules even though the focus areas will be different.

Pupils complete each of the Design Technology units over a period of 6 weeks as a carousel