

Subject	DT– Food
Term	Rotation 1
Duration (approx.)	6 weeks
Module	Meal Deal

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

- Apply principles of food hygiene and safety
- Demonstrate a range of food preparation and cooking techniques
- Follow a recipe
- Vegetable preparation
- Vegetable and Rice dishes
- Bread making

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

- Select appropriate equipment to prepare and cook dishes
- Recall and apply principals of the Eatwell guide when planning dishes
- Select ingredients considering suitability and cost
- Adapt a recipe to suit a design idea
- Plan order of work for making a practical dish
- Traffic light labelling of foods
- Evaluation of product using star profile

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

In this module we will be assessing the following:

- AO1: Designing skills-D2
- AO2: Making skills-M1
- AO3: Evaluating-E3
- AO5: Cooking and Nutrition:
N1,N2,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 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

Subject	DT– Graphics
Term	Rotation 1
Duration (approx.)	6 weeks
Module	'Kub Bag' Flight activity pack

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

- Isometric drawing
- One Point Perspective drawing
- Thick and thin line technique
- Rendering techniques
- Constructing/modeling nets
- Using Serif Draw-Plus
- Working within a tolerance
- Finishing techniques
- Creating logos

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

- Environmental concerns (6R's)
- Packaging Symbols
- Designers responsibilities - Moral, social and cultural issues
- Needs of the user
- Artists
- Health and safety
- Key words and their definitions
- Evaluations

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

In this module we will be assessing the following:

AO1: Designing skills- D1, D2, D5,

AO2: Making skills-M1

AO3: Evaluating-E4

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?

This unit will build on the design and make it skills taught in YR7. They should be able to draw and present their designs confidently learning new drawing techniques. When making they should be able to build on develop their skills learnt in YR 7.

The practical skills will be new but the health and safety / workshop routines were embedded in YR7 and need to be followed. Showing resilience, quality and creativity and ability to follow instructions follows too.

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

Subject	DT– Resistant Materials
Term	Rotation I
Duration (approx.)	6 weeks
Module	Beauty and the Beast

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

- How to mark out, join, drill shape and finish wood.
- How to work safely in a D&T room.
- How to cut and assemble a cross halving joint.
- Knowledge / natural history of wood.
- How to work with manmade boards.
- How to use others work in your own designing.
- Draw 2D and 3D designs and make models.

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

- Wood, types, uses and the environment.
- Hardwoods and softwoods.
- Manmade boards, types, reasons and uses.
- Design styles to inspire mirror designs.
- Types of frame work joints.
- Use of fixtures for batch production.
- Workshop tools including saws and chisels.
- Design ERA’s Art Deco, Bauhaus etc.

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

In this module we will be assessing the following:

AO1: Designing skills- D3,5,

AO2: Making skills-M1, M2

AO3: Evaluating-E1

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?

This unit will build on the design skills taught in YR7. They should be able to draw and present their designs confidently.

The practical skills will be new but the health and safety / workshop routines were embedded in YR7 and need to be followed.

Showing resilience, quality and creativity and ability to follow instructions follows too.

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

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

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

- Apply principles of food hygiene and safety when preparing dishes
- Demonstrate a range of food preparation and cooking techniques
- Follow a recipe
- Meat preparation and use
- Meat / Meat Alternative dishes
- Pasta dishes

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

- Select appropriate equipment to prepare and cook dishes
- Select ingredients considering cultures and flavours
- Foods and cultures around the world
- Food hygiene and safety when using meat
- Evaluation of product using star profile

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

In this module we will be assessing the following:

AO1: Designing skills-D2

AO2: Making skills-M1

AO3: Evaluating-E3

AO5: Cooking and Nutrition:

N1,N2,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

Subject	DT– Graphics
Term	Rotation 2
Duration (approx.)	6 weeks
Module	Munch & Mingle Menu & Menu

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

- Writing Specifications
- Product analysis
- Modeling, drawing and constructing nets
- Working with Serif Draw-Plus
- Peer and self assessment
- Creating 3D drawings with annotation
- Working with paper, card and plastic
- Typography and logo development

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

- Types of movement/modelling mechanisms
- Health and safety rules
- Properties of materials
- Laminating/encapsulating
- Quality control
- Key words and their definitions
- Logos/typography

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

In this module we will be assessing the following:

AO1: Designing skills- D3,D4, D5,

AO2: Making skills-M1

AO3: Evaluating-E3

AO4: Technical Knowledge-T1, T4

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?

This unit will build on the design and make it skills taught in YR7 and the first rotation of Yr 8. They should be able to draw and present their designs confidently. When making they should be able to build on and develop their existing skills already learnt, applying health and safety routines outlined in Yr 7. Pupils will be able to show resilience, quality, creativity and the ability to follow instructions.

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

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

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

- Deforming nonferrous metal and thermoplastic.
- Using CAD / CAM (laser cutter).
- Assembly of simple circuits.
- Circuit diagrams and components.
- Working with metals and plastic / smart materials.
- Fault finding in circuits.
- Design drawing in 2D and 3D hand and computer.
- Modelling virtual and real in 3D.

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

- Thermoplastics and ferrous/ nonferrous metals.
- Input, control and output components.
- Simple circuits and feedback.
- What are smart materials?
- How to use 2D design software.
- Exporting designs and setting up laser cutter.
- Workshop tools and equipment specific to cutting, shaping, deforming and finishing metals and thermoplastics.

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

In this module we will be assessing the following:

- AO1: Designing skills- D2,5,
- AO2: Making skills-M1, M2
- AO3: Evaluating-E1,E3
- AO4: Technical Knowledge-TK1&3

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?

This unit will build on the design skills taught in YR7. They should be able to draw and present their designs confidently.
The practical skills will be new but the health and safety / workshop routines were embedded in YR7 and need to be followed. Showing resilience, quality and creativity and ability to follow instructions follows too.

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