THE DESIGN TECHNOLOGY CURRICULUM AT SANDYMOOR OA

YEAR 7

Our main aim is to enable you to develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.

Understand and confidently apply the principles of nutrition and valuable life skill of learning to cook.

During Year 7 you will travel through a range of material areas on you Design Technology journey.



Design Technology(material areas)

- **Resistant Materials**
- Graphics
- Food
- **Electronics**
- Textiles.



Endpoint: Poster linked to design companies

Take part in a DT lessons during Transition week in a range of material areas



Skills: Research of **Companies and** Designers.



Key knowledge: Research of Companies and Designers.

Skills: Character and Font Design ideas



Skills:

Drawing Skills

Graphic Skills

Cultural Capital Looking at British designers and their

influence. **Creative Font Drawing**

Key Knowledge: Typography Styles Typefaces/ Font Families Point Size – Line length Line Spacing Tracking – Kerning



DEVELOP: How to research and take inspiration from the world around me.

Key Knowledge Hygiene









Key Knowledge:

Personification. Design

brief & Advertising



Learning Checkpoints:

Key Knowledge: Introductions to function of ingredients.

Development of evaluation skills.



Graphics: Typography



heckpoint: F science enzyme browning

Key Knowledge: carrying out experiments linked to enzyme browning.



CHECK Practical



Key Knowledge: How to describe foods using sensory words and considering their seasonality and impact on the environment.



Practical checkpoints.



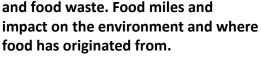
CHECK POINT

and safety in the food Learning room, linked to the **Checkpoint:** knowledge and Hygiene and application of 4C's. safety.

Food/Resistant **Material** enrichment clubs

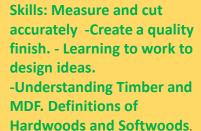


Cultural capital: Links to seasonality





CHECK POINT **Learning Checkpoint: Production of chalkboard** and use of equipment





Key Knowledge: how

Endpoint: End of unit test

Food: Introduction to

Food

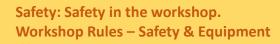
Safety: Safety in the food



How to recognise and use equipment correctly -Select tools appropriately, introducing skill -Linking key aspects of the design brief into design



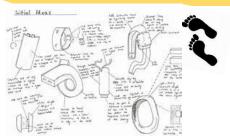
Key Knowledge: Design Brief -Design process -Design Ideas. -Hardwoods and **Softwoods. - Introduction of** practical skills.





Food/Resistant **Material** enrichment clubs

Cultural Capital/ Experiences Understanding about renewable resources. **Understanding how the** world is designed.







carry out an

evaluation





Resistant Materials: Chalkboard

> Jake part in a DT lesson during Transition week in a range of material areas.