THE DESIGN & TECHNOLOGY CURRICULUM AT SANDYMOOR OA YEAR 8

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 8 you will travel through a **range** of **material** areas on you **Design & Technology** journey.

Design Technology(material areas)
- Resistant Materials
- Graphics
- Food
- Electronics
- Textiles.

End Point

Year 9

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

Graphics: Technical Drawing

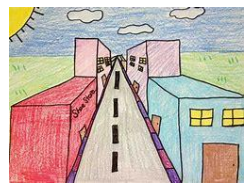
Skills: Tonal Shading, use of equipment .

Key knowledge: Development of tonal shading in relation to materials.

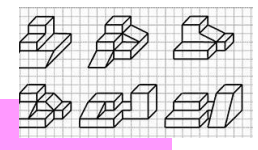
Skills: Interpretation of Design Brief -Generate Designs

Endpoint: 2 point perspective drawing.

Key Knowledge: Vanishing Points – Rendering



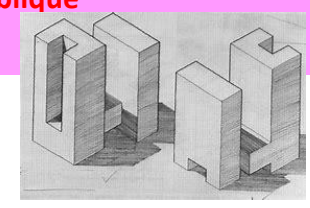
Cultural Capital
Looking at designers in relation to their technical drawing concepts eg buildings.



CHECK POINT
Learning Checkpoints: Rendering techniques.

Skills: Drawing Skills - Rendering

Key Knowledge: - Point perspective – Isometric Drawing -Oblique Projection



Recall: Typography, what is it? Personification and anthropomorphism.

Serif

Food: Pastry Multicultural food

TEST

Endpoint: End of unit test

Skills: Development of designing skills.

Key Knowledge: Introduction to multicultural food and meanings. What is staple food?.

CHECK POINT
Learning Checkpoint: Food science enzyme browning.

CHECK POINT
Practical checkpoints.

Key Knowledge: Standard components advantages and limitations..

CHECK POINT
Function of ingredients, linked to sensory analysis and experimentation.

Skills: Development of skills across a range of pastry products.

Key Knowledge: Function of ingredients used I pastry making. Sensory profile of product development.

Skills: Application of hygiene and safety.

CHECK POINT
Learning Checkpoint: Baseline practical skill.

Key Knowledge- Types of pastry and pastry products, where they are used and country of origin.

Cultural capital: Where does food come from what are the cultural difference? Link to environmental and ethical decisions.

Food/Resistant Material enrichment clubs

Recall: Hygiene/safety (personal/kitchen) 4 C's (chilling, cross contamination, cooking, and cleaning)

TEST

Endpoint: End of unit test

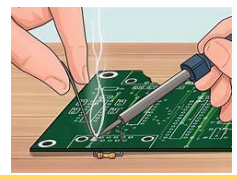
Key Knowledge: how carry out an evaluation

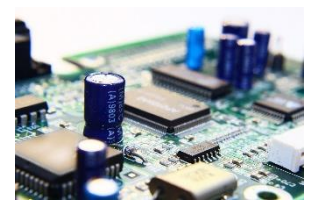
Skills: Safety when using specialized equipment -How to use specialized equipment correctly, to create a high-quality finish.

CHECK POINT
Learning Checkpoint: Design Sheet

Skill: Refining design ideas

Key Knowledge: Generating design ideas How to use equipment correctly





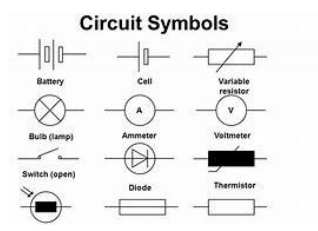
Food/Resistant Material enrichment clubs

Electronics: Introduction to electronics

CHECK POINT
Learning Checkpoint: Component assessment

Key Knowledge: How to label a circuit Diagram Health and safety when soldering

Key Knowledge: Electrical components and their uses



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

Ready to build on my skills and knowledge from year 7