## THE DESIGN TECHNOLOGY CURRICULUM AT SANDYMOOR OA

## YEAR 9

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.



**Endpoint:** 



Prototyping.





**Skills: Designing to** solve a problem.



**Checkpoints: Design** 

**Cultural Capital: Traditional making** 

process. Organic foods and moral issues.

**Key Knowledge: Functions of** 

ingredients in bread making.

Learning

ideas

Key knowledge: Design brief, creation of ideas.

Skills: Interpretation of Design **Brief** -Generate Designs, evaluation



**Cultural Capital** 

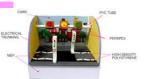
Considering the united nations sustainable

Recycling and the impact on the environment.



sustainable goals

**Recall: What is prototyping** and iterative design?





**Key Knowledge: Problem** 

solving, global issues,

identifying challenges.

**Learning Checkpoints:** Baseline presentation skill. **Skills:** 

Presentation skills, team working. Identifying a problem.





TEST

**Resistant Materials: Sustainability** 



rning Checkpoint: sic bread recipe practical)

**Key Knowledge: Types of** bread and the ingredients used to make them..



Eatwell guide checkpoint.



and planning. evaluations. CHECK

**Key Knowledge** 

Adapting a recipe



**Key Knowledge-What is** the Eatwell guide? How can it help us have a balanced diet?





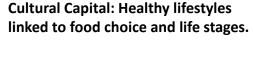
**Key Knowledge:** Macro/micro nutrients where they are found, function in the body and excess and deficiencies. Life stages.



**Checkpoint:** 

**Baseline practical** 







**Key Knowledge:. Modelling and** prototypes -Target markets. -Client profiles

**Skill: Prototyping a** potential product.

**Key Knowledge: how** 

carry out an







**Learning Checkpoint:** experimentation

evaluation

**Endpoint: Prototyping**  Introduction to Nutrition &Bread

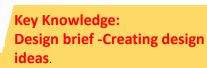




How to solve a design problem, innovative and creative thinking.



**Client profile** 





**Key Knowledge Explore and investigate the** concept. Iterative design, inclusive design



Resistant Material: Designing for the New

Food/Resistant

enrichment clubs

**Material** 

**Cultural Capital** Designing for a new world. **Exploring the world** around you.







