

## Design and Technology Curriculum



Year Group	Autumn Term	Spring Term	Summer Term
<b>Year 5</b> (2 hours a week)	<p><b>Textiles: Cushions</b></p> <p>Pupils learn how to make simple patterns, cut fabric accurately, pin, tack and sew both by hand and on the sewing machine to create a cushion. They also do their sewing machine driving licence.</p>	<p><b>Product Design: Key Rack</b></p> <p>Pupils research and design a key rack against the given brief and specification. They learn woodwork skills, such as accurate measuring, drilling, sawing and sanding to create an attractive key rack.</p>	<p><b>Food Technology: Baking</b></p> <p>Pupils learn about health, safety and hygiene in the food room. Pupils cook on a fortnightly rotation and learn basic cooking skills such as rubbing in, creaming and kneading. Recipes include bread, pizza and scones.</p>
<b>Year 6</b> (2 hours a week)	<p><b>Food Technology: Baking</b></p> <p>Pupils learn about health, safety and hygiene in the food room. Pupils cook on a fortnightly rotation and learn basic cooking skills such as rubbing in, creaming and kneading. Recipes include bread, pizza and scones.</p> <p>This will change in 2017-2018.</p>	<p><b>Textiles: Character Hats</b></p> <p>Pupils draw on their sewing skills from year 5 and work with more complex fabrics to create their chosen design. As well as using the sewing machines, a variety of hand stitches are explored and used for greater challenge.</p>	<p><b>Product Design: Logos and electronics</b></p> <p>Using 2D Design, pupils learn about techniques and tools of the software to create a purposeful design which will be cut out of acrylic on the laser cutter. Pupils also develop their woodwork skills by creating a wooden stand, as well as soldering a basic circuit.</p>
<b>Year 7</b> (2 hours a week)	<p><b>Product Design: Clocks</b></p> <p>Pupils have the opportunity of researching clocks and analysing existing designs. They create a free standing clock of their choice out of plywood. Skills include using a greater range of cutting techniques and tools in the workshop.</p>	<p><b>Food Technology: Family Meals</b></p> <p>Pupils learn about how to cook on gas and electric hobs, as well as the associated health and safety risks. They prepare and cook a range of main course meals and a pudding on a fortnightly rotation. Recipes include savoury mince and chicken in a sauce.</p>	<p><b>Textiles: Pencil Cases</b></p> <p>Pupils have a range of pattern and fabric choices to make a fully functioning pencil case with a zip. Skills include using a zip foot on the sewing machine and can line it, if they would like a further challenge.</p>
<b>Year 8</b> (2 hours a week)	<p><b>Food Technology: Cooking and Life Skills</b></p> <p>Pupils are given a food product, for example mince, and they have to create/research a recipe which uses this ingredient. They cook their chosen dish on a fortnightly rotation and evaluate the success of it. Pupils also learn about the 4 Cs, relating to health, hygiene and safety.</p>	<p><b>Textiles: Pattern Making and Upcycling</b></p> <p>Pupils create a new product out of an item of clothing or pillow case. They will hone their skills from years 5 to 7 by creating their own pattern and using a variety of fabrics, trimmings and fastenings, create a new, purposeful product.</p>	<p><b>Product Design: Interlocking Product</b></p> <p>Pupils design and create a wooden or acrylic product which has interlocking sides. They will learn about quality control and how viable their product will be if produced commercially. Pupils will use isometric drawings by hand and on 2D Design.</p>