

Design and Technology Curriculum



Year Group	Autumn Term	Spring Term	Summer Term
<p>Year 5 (2 lessons a week)</p>	<p>Product Design: Cactus Key Rack Pupils make a key rack against the given brief and specification. As well as working with clay they learn woodwork skills, such as accurate measuring, drilling, sawing and sanding to create an attractive key rack.</p>	<p>Food Technology: Healthy Eating Pupils learn about health, safety and hygiene in the food room. Pupils cook on a fortnightly rotation and learn basic cooking skills such as peeling, cutting and stewing. Recipes include leek and potato soup with hedgehog bread rolls, fruity flapjacks and banana bread.</p>	<p>Textiles: Plastic Pollution Pupils learn how to use tie dye and block printing to decorate fabric. They learn to cut fabric accurately, pin, tack and use the sewing machine to create a bag. They will also complete their sewing machine 'driving licence'.</p>
<p>Year 6 (2 lessons a week)</p>	<p>Food Technology: Baking and Decoration Pupils learn about health, safety and hygiene in the food room. Pupils cook on a fortnightly rotation and learn basic cooking and decorative skills using a range of icing techniques. Recipes include 3D iced biscuits, decorated fairy cakes and a Christmas cake.</p>	<p>Textiles: Festival Flags Pupils will learn to block print and tie dye to decorate fabrics before using a sewing machine to piece fabrics together to create a fish themed wind sock. Theory work will cover environmental waste issues in the textiles retail industry.</p>	<p>Product Design: Shelf Life Pupils will use oblique designing to a 3D character and develop their woodwork skills by shaping wood using a Coping and Tenon saw and using the Pillar Drill to create a character bookend.</p>
<p>Year 7 (3 lessons a week)</p>	<p>Textiles: Dumpy Doorstops Pupils use the Mexican 'Day of the Dead' festival to inspire and create a decorative doorstop using printing, hand embroidery stitches and appliqué. They will also build on sewing machine skills to create a curved and 3D shape.</p>	<p>Food Technology: Family Meals Pupils learn 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 on a fortnightly rotation. Recipes include macaroni cheese, bolognese or chilli con carne and a chocolate tart.</p>	<p>Product Design: Bug Houses Pupils will use isometric designing to design a 3D shape. To develop their woodwork skills further they will need to use angle precision to build a structure to house beautiful bugs, while continuing to build self confidence in using tools and machinery.</p>
<p>Year 8 (3 lessons a week)</p>	<p>Product Design: Gumball Machines Pupils will build upon previous workshop skills learning to fine tune their precision in measuring and cutting by creating finger joints using a chisel. They will also have an introduction into mechanisms and create a functional gumball machine to house their favourite sweets.</p>	<p>Textiles / Graphics: Pupils will look at the artist Shepard Fairey to create a computer aided design which will be turned into a textile product. This project will give pupils and insight into the Graphics taught in secondary schools.</p>	<p>Food Technology: Multicultural Foods An introduction into preparing and cooking a range of multicultural meals with an emphasis on flavourings. Students will learn how to create meals originating from a variety of countries, researching the origins and planning for adaptation to include dietary needs.</p>



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