

Design & Technology Department



Design Technology at KS3 is based on a three project rotation in each year group. Students will study DT in a different order depending on their class.

Theoretical Content
Practical Skill Development

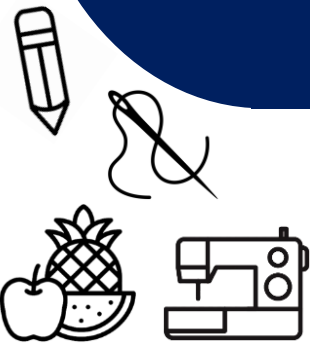


9



International Cuisine	Biscuit Cutter	CAD Fragrance
Safe & Hygienic Food Preparation: 4C's, Key temperatures, Safe Storage	Designing for others: Contexts & Cultures	Designing for others: Contexts & Cultures
Special Diets: Religious, Choice (e.g. vegetarian) & Medical (e.g. Coeliac)	Writing a Specification	Writing a Specification
Adapting Recipes	Planning: Flow Charts	Planning: Flow Charts
Nutrition & The Human Body: Overnutrition / Undernutrition	Understanding Materials: Metals & Timber (Wood)	Understanding Materials: Plastics & Paper
Simple/Complex Carbohydrates	Computer Aided Manufacturing (CAM)	Computer Aided Manufacturing (CAM)
Saturated/Unsaturated Fats	Writing an evaluation and comparing quality to commercial products	Programmable Components
Types of Farming: Intensive arable, Livestock, Organic, Genetically modified	Health & Safety	Product Analysis: ACCESSFMM
Knife skills (advanced)	Measuring, Marking, Using a jig / template	Writing an evaluation and comparing quality to commercial products
Using the hob, oven, utensils	Shaping timber/board using hand tools and machinery	Developing CAD software 'drawing' skills (2DTechsoft)
Working with high risk foods	Shaping metal using hand tools and machinery	Manufacture using the Laser Cutter & types of adhesive

8



Healthy Eating	Textiles Pencil Case	Designing for the Future
Safe & Hygienic Food Preparation: 4C's, Key temperatures (Danger Zone)	Designing for others: Users & Target Markets	Designing for others: Users & Target Markets
Nutrients: Macro & Micro The function of nutrients in the human body	Writing a Specification	Writing a Specification
Portion Sizes	Planning: Step-by step instructions	Programmable Components
Seasonality of ingredients	Art Deco	Ergonomics & Anthropometrics
Importing food & Food miles	Design ideas & Sketching skills	Design ideas & Sketching skills
Types of Farming: Intensive arable, Livestock, Organic, Genetically modified	Product Analysis: ACCESSFMM	How to annotate and label design sketches
Knife techniques: Claw grip & Bridge hold	Textile-based materials: Natural & Synthetic	Computer Aided Design (CAD) Computer Aided Manufacture (CAM)
Using the hob, oven, utensils	Writing an Evaluation	Writing an Evaluation
Grating, Blending, Kneading, Rubbing-in, Melting, Whisking	Pinning & Hand-sewing	Developing making skills
	Using the sewing machine	Card Modelling & Prototyping
	Using an iron	Selecting Tools & Equipment

7