

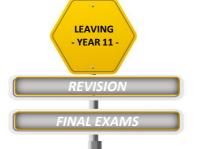
Design Technology Learning Journey Year 7 to Year 11



Post-16











Final piece- pupils work from plan and create a final piece experimenting alongside to build on portfolio.

Externally set task: pupils to choose from 12 starting points to generate ideas. Pupils analyze and work in the style of artists suggested in the exam paper. They plan a piece of work to be executed in a 10 hour exam. Teachers make an initial power point with images to inspire- work around contextual to create concepts witch will be represented visually. Consolidation of all the skills, knowledge and methods learned in the 5 years.



Hospitality and Catering year 1 Nutritional knowledge- healthy eating Food Hygiene and safety Cutting skills, baking, cooking methods, presentation skills,. Food science Health and safety

Skills for life

The industry/marked research and customer profile.

Sustainability Menu planning 3D Design- Further Work Unit- ceramics workshop, charcoal, painting (blending acrylics) Indian inks and bleach educational visits and/or resident artist workshops and/or trips to museums. Wood, Plastics (CAD/CAM)

Artists/designers- art deco William Morris and Memphis Group, Alexander McQeen. Unit 1- Possessions

Jewellery making, ceramics, wood, plastics, CAD/CAM 3D printer, Textiles, fashion

Designers- Clous Oldenburg, Pop art- Tatty Devine, Phillip Treacy,



Term 1 RMT- Desk Tidy (Plastics) Skills: Health and Safety Drawing and communication Construction skills Modelling prototyping CAD/CAM Cutting and measuring

Joining and finishing **Quality Control** Marketing Meeting customer needs

Sustainability

Term 2 Food Technology- World Foods

Nutritional knowledge- healthy eating Food Hygiene and safety

Cutting skills, baking, cooking methods,

presentation skills, Food science

Health and safety Skills for life

The industry/marked research and customer

profile. Sustainability

Menu planning

Term 3 Textiles- Sensory Toy

Health and safety in the workshop Hand and machine sewing

Embroidery

Pattern cutting

Designers contextual

Printing Sustainability

The industry

Fashion/interior design

Fabric construction



Term 1 RMT- Vintage Toys Project Skills: Health and Safety Construction skills Modelling prototyping CAD/CAM Cutting and measuring

Joining and finishing **Quality Control** Marketing Meeting customer needs Sustainability

Term 2 Food Technology- Seasonality

Food Hygiene and safety

Cutting skills, baking, cooking methods,

presentation skills.. Food science

Health and safety Skills for life

The industry/marked research and customer profile.

Sustainability

Term 3 Textiles- Sustainable Bag

Health and safety in the workshop Hand and machine sewing

Embroidery

Pattern cutting Market research

Sustainability

Fabric construction





Term 1 RMT- Phone Stand Project

Skills and Knowledge:

Wood working Health and Safety

Drawing and communication Construction skills/ modelling

Cutting and measuring

Joining and finishing

Quality Control

Meeting customer needs Sustainability

Term 2 Food Technology- survival cooking Nutritional knowledge- healthy eating

Food Hygiene and safety Cutting skills, baking, cooking methods,

presentation skills,.

Health and safety Skills for life

The industry

Sustainability

Term 3 Textiles- Cactus Cushion Health and safety in the

workshop

Hand and machine sewing Embroidery

Pattern cutting

Market research

Sustainability Fabric construction

WELCOME



RMT

Long –Term Overview Skills: Health and Safety **Drawing and communication Construction skills**

CAD/CAM **Cutting and measuring**

Joining and finishing **Quality Control** . Marketing Meeting customer needs Sustainability 3 D design

Prototyping/Modelling

Food Technology

Long –Term Overview

Nutritional knowledge- healthy eating Food Hygiene and safety Cutting skills, baking, cooking methods, presentation skills,. **Food science**

Health and safety Skills for life The industry/marked research and customer

> profile. Sustainability Menu planning

Textiles

Long –Term Overview

Health and safety in the workshop Hand and machine sewing **Embroidery** Pattern cutting **Designers contextual Printing** Sustainability The industry Fashion/interior design

Fabric construction

ASSESSMENT & PROGRESS IN DT

- Self and peer assessment. Formative assessment (Live marking)
- Summative assessment end of project.
 - All of the above plus:

Q&A- DNA

Mock exams GCSE 10 hour exam. Course work