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| Scheme of Work  Design & Technology  Years 7 - 11 |
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| **Scheme of Work** | |
| **Design & Technology Years 7 - 11** | |
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**Year 7 Curriculum**

**Design & Technology - Year 7 Rotation**

In year 7 students will have an introduction to a variety of Materials, Areas and Projects within a carousel.  They will therefore rotate between the following projects over the course of a year.

* Toy Car
* Pewter Jewellery
* "Ugly Dolls" Textiles project
* Food Project

The Projects - Year 7

**Resistant Materials: Toy Car Project**

Students will be introduced to basic workshop skills using a variety of tools and machinery. Students learn the importance of marking out, cutting and shaping wood. Health and safety is also another important aspect of this course.

**Computer Aided Design: Pro-Desk Top**

Students will learn how to use Pro Desk Top to draw a toy car and design a USB stick creating rendered images and engineering drawings.

**Food: Super Sarnie**

Students will be introduced to basic food hygiene and learn how to design and create a variety of products including a 'super sarnie'!

**"Ugly Dolls" Textiles project**

Students design and create a textiles doll based on their own ideas and influenced by car design.

**Pewter Jewellery**

This is a creative project where all students will design and make a unique item of jewellery and a display stand to hold it.  Students are introduced to a variety of metalworking skills including casting pewter from a mould made using Computer Aided Design and Manufacture (Laser Cutter) as well as traditional metalworking skills such as filing, drilling and folding.

### Design & Technology - Year 8 Rotation

In year 8 students will build on their skills and creativity within a range of Materials, Areas and Projects as part of a carousel.  They will therefore rotate between the following projects over the course of a year.

In year 8 students will participate in a range of projects on a 9 weekly rotation.

* Food
* Mechanical Toy
* Clock Project
* "Pods" Personal Storage

The Projects - Year 8

**Mechanical Toy**

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| Students produce a wooden toy based on a theme and design of their own choice that moves using mechanisms. |  |

| **Food** |  |
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| Students will undertake a number of food tasks and recipes which include the following areas of focus: Healthy Eating, Eggs, Bread, Pasta and others. |  |

| **Clocks** |  |
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| Students will have a great deal of scope to be creative and work with a range of materials and techniques to design and make a clock.  Students will also have an opportunity to use Computer Aided Design and the Laser Cutter to enable more complex and creative designs. |  |

| **"Pods" Personal Storage** |  |
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| Students will learn skills and understanding in both Plastics and Wood to produce a Pod.  Their pod can be designed and shaped as they choose and used to store small personal items of their choice. |  |

**Year 9, 10 and 11**

At Key Stage 4 the following subjects are available as an option:

## Product Design

**Product Design** encourages you to design and make products with creativity and originality in a variety of practical activities, using a range of materials and techniques. Packaging, labelling and instructions will also be encouraged as part of the complete design proposal, while marketing tools, such as advertising and points of sale, can be used to supplement the making experience and help create products which can be evaluated for their commercial viability.

## Electronic Products

**Electronic Products**is an exciting and challenging subject that gives students technical skills related to understanding, building and testing electronic circuits.  However it is also a creative, design and make course in which students will design and develop electronic products of their own and manufacture them in the workshop using plastics, wood and other materials.

## Food Technology

**Food Technology**requires learners to work with food in order to develop the following skills:

* Design creative food products
* Plan and make food products
* Apply systems and controls e.g. digital media, new technologies, computer aided manufacture and design
* Analyse and evaluate technological processes and food products

## Catering

**Catering**is a course that will allow students to develop their culinary skills within hospitality and catering context.  They will learn all about food safety and hygiene, do practical work, and develop food preparation and presentation skills.

## Child Development

**Child Development** is designed to equip learners with an understanding of the development and needs of children of 0-5 years of age and promote good parenting. They should be interested in children and be prepared to visit and record information on a chosen child.

## Engineering

**Engineering will g**ive learners the opportunity to gain a broad understanding and knowledge of the engineering sector & develop a range of personal skills and techniques, through the selection of optional generic units that are essential for successful performance in working life.