Year	20 Week Rotation – Food Technology	20 Week Rotation – Graphic Production Design Technology
Year 7	<ul> <li>In the KS3 Food rotations the main aims are to teach students:</li> <li>The basic principles of nutrition and healthy eating.</li> <li>Different foods/meals they can feed themselves and others.</li> <li>About a healthy and balanced diet.</li> <li>To become more confident in a range of basic cooking techniques. (e.g. to select and prepare ingredients, utensils, electrical equipment, heat in different ways, combine and shape ingredients in different ways, awareness of taste, texture and smell to season dishes and to begin to be able to adapt recipes.</li> <li>The source, seasonality and characteristics of a range of ingredients.</li> <li>To become familiar with the school kitchens, health and safety, basic equipment and routines of a practical food room.</li> <li>To carry out a series of practical cooking tasks including a simple soup, salad, fruit smoothie/milkshake, coleslaw, filled jacket potato, scones and fruit crumble.</li> <li>To learn how to use a range of basic equipment and a range of cooking techniques such as grating, chopping, slicing, rubbing in method and using a blender.</li> <li>To learn how to clean up properly.</li> <li>To demonstrate timings and work both individually and as part of a team.</li> <li>To complete written and verbal activities which link to the basic principles of nutrition and healthy eating. These will</li> </ul>	Fabric Key Ring project  To learn both hand drawn and digital design skills To learn hand sewing skills To learn how to use Google images, PowerPoint, Stetch Up  Making the Product: Fabric Key Ring Why do we use a range of materials for different products? Materials research e.g. denim, felt, cotton Develop classroom health and safety skills Understand a range of hand sewing skills e.g. straight stitch blanket stitch Learning textile techniques including: Hand stitching Applique Textured yarns Burnt fabrics Embroidery stitches Sewing machine Freehand Embroidery Couching  Product and card design  Learn how to design, print and fold a greeting card.
	include (but are not exhaustive of) the benefits of eating fruit and vegetables, 5 a day, sensory evaluation, The Eatwell guide, health, safety and hygiene, the oven, the source and characteristics of some basic ingredients including potatoes and flour, rubbing in method and the science behind this.	<ul> <li>Learn how to use a sewing machine safely</li> <li>Extension Tasks Technical drawings</li> <li>To learn how to draw 3d objects, cubes, mobile phones</li> <li>To learn how to draw using 1 and 2 point perspective</li> <li>Learning how to use Google sketch up to design a house of the future</li> </ul>

Year	20 Week Rotation – Food Technology	20 Week Rotation – Graphic Production Design Technology
8	<ul> <li>In the KS3 Food rotations the main aims are to teach students:</li> <li>The basic principles of nutrition and healthy eating.</li> <li>Different foods/meals they can feed themselves and others.</li> <li>About a healthy and balanced diet.</li> <li>To become more confident in a range of basic cooking techniques. (e.g. to select and prepare ingredients, utensils, electrical equipment, heat in different ways, combine and shape ingredients in different ways, awareness of taste, texture and smell to season dishes and to begin to be able to adapt recipes.</li> <li>The source, seasonality and characteristics of a range of ingredients.</li> <li>To re-familiarise themselves with and develop their understanding of the school kitchens, health and safety, equipment and routines of a practical food room.</li> <li>To carry out a series of practical food tasks including fruit muffins, sweet/savoury swirls, soup, pasta bake and pizza.</li> <li>Consolidate and further develop their understanding, use and confidence of both using cooking equipment and demonstrating an increased range of cooking techniques; including using the hob, blending, making a roux sauce and kneading.</li> <li>To develop their cleaning up skills.</li> <li>They will demonstrate their organisational skills including timings and work both individually and as part of a team.</li> <li>To complete written and verbal activities which link to the principles of healthy eating and nutrition including (but not exhaustive of) the source and functions of certain ingredients, why we cook food, how we cook food, vitamins and minerals, gelatinisation and raising agents.</li> </ul>	Textiles: Cushion. Design and construct a cushion.  How to use the sewing machine  Design work linked to the chosen theme, British Culture  • To learn about target markets / audiences  • To learn how to undertake Market Research into cushion products, cost, type of material, shop  • To learn which materials are appropriate for making cushions eg, cotton (materials theory)  • To learn how to create a Mood Board  • To learn how to create a detailed Final design with annotation  • To learn how to use a Sewing machine safely – by completing a paper worksheet machine driving test  • To learn 'Tacking stitch'  • To learn how to integrate a zip  • To learn fabric decoration techniques e.g. Applique, Tie dye  • To learn finishing techniques to complete product, using paints or pens.

20 Week Rotation - Food Technology Year • The basic principles of nutrition and healthy eating. • Different foods/meals they can feed themselves and others. • About a healthy and balanced diet. • To become more confident in a range of basic cooking techniques. (e.g. to select and prepare ingredients, utensils, electrical equipment, heat in different ways, combine and shape ingredients in different ways, awareness of taste, texture and smell to season dishes and to begin to be able to adapt recipes. • The source, seasonality and characteristics of a range of ingredients. • To re-familiarise themselves with and further develop their understanding of the school kitchens, health and safety, equipment and routines of a practical food room. • Consolidate and build on learning from Year 7 & 8. • To carry out a series of more complex practical food tasks including wedges, wraps and dips (some skills reset involved), spaghetti 9 Bolognese/lasagne, short crust pastry, pies and pasties, bread (stotties/focaccia), cupcakes and piping/decoration techniques. • To learn how to use a range of equipment and improve their competency while demonstrating a wide variety of skills including grating, chopping, slicing, marinating, boiling, simmering, using the oven, using the hob, rolling, further personalisation of recipes, piping techniques and finishing skills. • To develop their cleaning up skills. • To demonstrate their organisational skills including timings and work both individually and as part of a team; improved independence is the aim. • To complete written and verbal activities which link to the principles

breads and yeast.

of (but not exhaustive of) healthy eating and nutrition including the Eatwell guide sections in more detail, keeping hydrated/water, macro and micro nutrients, pastry and foods made from pastry,

## 20 Week Rotation – Graphic Production Design Technology

Photoshop superhero: Poster, Storyboard, Computer software Photoshop & Illustrator.

- To learn basic PhotoShop and Illustrator skills focusing on the layers and filters to develop digital skills further.
- Research the superhero / villain franchise and then create own character by hand, using graphic design tools e.g. light box.
- Transfer design onto PhotoShop, adding colour and texture.
- Create a poster for character using PhotoShop and illustrator.
- Create a storyboard / comic strip in monochrome.
- Develop story board on Photoshop and Illustrator.
- Mini design tasks using Photoshop and Illustrator e.g. creating an emoji on illustrator, converting a photograph into a Banksy style image on Photoshop. These mini tasks are aimed to improve pupil's skills for future subject options, such a Graphic Design, Art and Media studies.

## **Textiles -** t-shirt

Revisit how to design a product

To learn how to print onto image transfer paper

To learn fabric decoration techniques e.g. Fabric pen, ICT Transfer

## Design and Technology Curriculum – AQA Graphic Communication - KS4 Overview

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	6 weeks	7 weeks	5-6 weeks	5-6 weeks	5-6 weeks	6-7 weeks
10	Develop and extend Graphic digital skills	CAU: Start Coursework personal project (Seaside)		CAU: Coursework	CAU: Coursework personal project	
	CAU: Coursework Random Work	personai pro	ject (Seaside)	personal project (Seaside)	( <b>Obsessions)</b> Make Design A1 Sheet	
	What is Graphic Design?	Choose project		(Seaside)	iviake Desig	gii AI Sileet
	What is drapine besign.	them	• •	Make Artist A1		
	Photography Skills	Make Research A1		Sheet		
	On site photoshoot & observational studies	Shee	t			
	What is a macro photography?					
	• What is a Rule of Thirds composition?					
	• 7 Steps of Editing					
	• Editing 5 photos					
	Photoshop Skills (using 5 photos)					
	Layers					
	Filters					
	Masks					
	Double Exposure					
	Illustrator Skills					
	Illustrator – typography and tools manipulation.					
	<ul> <li>Book cover/poster brief using photoshop and illustrator.</li> <li>Make A1 sheet of all Random Work</li> </ul>					

Year	Autumn 1	Autumn 2	Spring 1	Spring 2
	6 weeks	7 weeks	5-6 weeks	5-6 weeks
11	CAU: Complete Coursework personal project Students will continue with their chosen coursework project started in Year 10. They will continue to develop a wide variety of technical skills and be introduced to a wider variety of materials and techniques which they can then use in their portfolio. Pupils are encouraged to work independently and gain confidence to progress to more creative ambitious work. Teams Assignments and A1 sheets will evidence the ARTIST, RESEARCH and DESIGN journey. The artwork will be stored in an A1 art folder.  • Complete Design Sheet. • Create at least one A1 or A2 Final Piece based on their chosen theme (Statement of Intent, Artist, Research & Design work)	Exam: Start exam personal project based on one of 7 questions  Complete personal project - Artist, Research, Design Sheets.  Complete Final Piece(s) in 10 hours – 2 days off timetable.	Improve and refine 'CAU project' & 'Random Work'.  Create Digital PowerPoint Portfolio ready for the moderator to mark.  Learn how to put up an Art Exhibition ready for the moderator to mark.	N/A

## Design and Technology Curriculum – EDUQAS GCSE Food Preparation and Nutrition - KS4 Overview

Year	Autumn 1 7 weeks	Autumn 2 8 weeks	Spring 1 5-6 weeks	Spring 2 5-6 weeks	Summer 1 5-6 weeks	Summer 2 6-7 weeks
10 GCSE Food Preparation and Nutrition	Theory lessons: - Retrieval of Nutrition and Food Safety - Fruit & Vegetables: How, When and Where are they grown? Preservation and Spoilage Cooking vegetables Enzymic Browning investigation Vegetarian and Vegan diets - Packaging and Labelling of Foods - DRV and RDA of nutrients	Theory lessons: - Cereals: Provenance and Processing Worldwide uses Science of breadmaking, pastry, and cakemaking Making pasta Gelatinisation Raising Agents Coeliac Disease Dextrinization investigation	Theory lessons: - Dairy: Provenance and Processing Pasteurisation Nutrition Cheesemaking Butter and Yogurt Dietary considerations Coagulation investigation - Meal Planning	Theory lessons: - Meat, Fish and Poultry: Farming/Fishing methods Storage and handling Butchery & Fishmongery skills Cooking methods Ethics Structure, labelling, and uses of eggs Egg science investigation Meat tenderisation investigation -Omega-3 Economical cooking Presentation of food	Theory lessons: - Seeds, Nuts, Beans, Tofu: Production and Categorising Allergies Rancidity Vegetarian, vegan, and religious diets	Theory lessons: - World Cuisines and Special Diets Cultural differences Uses of equipment Presentation styles Adapting recipes
	<ul> <li>Practical lessons:</li> <li>Practical skills will be developed, with a minimum of one practical lesson per fortnight.</li> <li>The practical sessions will be linked to theory covered in class, for example producing sweet and sour chicken and cauliflower cheese whilst learning about sauce thickening.</li> <li>Students will often be given an element of choice in the recipes produced.</li> <li>Students will be expected to provide most ingredients for these lessons. Recipes will be provided via Teams in advance of the lesson.</li> </ul>					

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	7 weeks	8 weeks	5-6 weeks	5-6 weeks	5-6 weeks	6-7 weeks
	NEA1 Coursework	NEA1 Coursework	NEA2 Coursework	NEA2 Coursework	FINAL EXAM	FINAL EXAM
	begins – worth 20% of	completed – worth	begins – worth 30%	completed – worth 30%	PERIOD – 100 mark	PERIOD
	final grade. A food	20% of final grade.	of final grade. A food	of final grade).	exam, 1 hour 45	
	science investigation	Theory – review of	preparation	Theory – review of topics	minutes	
11	and write-up. Set	topics covered in	investigation and	covered in year 10 to		
GCSE	externally by the exam	year 10 to prepare	write-up. Set	prepare for final exam		
Food	board.	for mock exam	externally by the			
Preparation	Theory – review of		exam board.			
and	topics covered in year		Includes 3 hour			
Nutrition	10		practical session.			
			Theory – review of			
			topics covered in			
			year 10 to prepare			
			for final exam			