

# Programme of Study 2021/2022: KS3 Design and Technology



Year	Content	Content	Content	Content
7	<p><b>Food</b> <b>Skills:</b> food practical's, health and safety within the working environment, selection of ingredients linking to user needs, analysis of food products</p> <p><b>Standards:</b> Health, safety and hygiene / Design and problem solving / Food storage / Prosperities of ingredients / measurements used within a food environment.</p>	<p><b>Systems</b> <b>Skills:</b> Programming, model making, team work, sketching design ideas, reformulating a problem.</p> <p><b>Standards:</b> Understand how electronic and electrical systems can be used in products / Apply computing and use of electronics to embed intelligence / Test, evaluate and refine ideas and products against a specification.</p>	<p><b>Storage Project</b> <b>Skills:</b> Reformulate problems. Iterative design. Analysis of a design brief. Teamwork and critical analysis. Presentation skills and basic drawing techniques.</p> <p><b>Standards:</b> Select from specialist tools and equipment. Iterative design.</p>	<p><b>Nature Graphics</b> <b>Skills:</b> Drawing patterns from natural sources. Developing graphics for products, client and user needs, working with a range of drawing materials.</p> <p><b>Standards:</b> Local context, Industrial context</p>
8	<p><b>Food</b> <b>Skills:</b> Healthy eating and nutrition project, savoury dishes. Food provenance relating to seasonality and food miles</p> <p><b>Standards:</b> Food commodities User needs / savoury choices / Environmental considerations</p>	<p><b>Sustainable House Design</b> <b>Skills:</b> Research for a particular client, cultural references, design ideas and development through drawing, writing a specification, 3D modelling, sustainability and ethical design</p> <p><b>Standards:</b> 3D modelling, research and exploration, writing a specification, user centred design, digital presentation, analyse the work of designers, responsibilities of designers and engineers</p>	<p><b>Speaker Project</b> <b>Skills:</b> Analyse the work of past Artists and designers. Modelling and prototyping. Iterative design. CAD/CAM 3D printing and Corel Draw.</p> <p><b>Standards:</b> Select from specialist tools including CAM. Test, evaluate and refine ideas and products against a specification. Properties of materials and the performance of structural elements. Analyse the work of past Artists and designers.</p>	
9	<p><b>Food</b> <b>Skills:</b> Practical skills relating to savoury dishes, development of production processes, ways to make ethical choices relating to various diets and requirements</p> <p><b>Standards:</b> Food commodities User needs, savoury choices, ways to make social, moral, ethical and culture decisions based upon food production / Impact of various cooking methods on food products</p>	<p><b>Lighting design</b> <b>Skills:</b> Design brief for user need, cultural links, sketching techniques, Isometric drawing development, prototyping, ways of joining materials (temporary and permanent), CAD/CAM</p> <p><b>Standards:</b> Ways of joining materials, cultural context, industrial context, society and the environment</p>	<p><b>Wearable technology</b> <b>Skills:</b> Drawing development from natural source, future materials investigation,</p> <p><b>Standards:</b> Utilising specialist tools and equipment / industrial context / investigating new and emerging technologies, understand designs impact in individuals/</p>	

# Programme of Study 2021-22: GCSE Design and Technology Food/Hospitality and Catering



	<u>Year 10</u>	<u>Year 11</u>
Autumn 1	<ul style="list-style-type: none"> <li>Contaminants</li> <li>The structure of the hospitality industry</li> <li>Yeast doughs, starters</li> </ul>	<ul style="list-style-type: none"> <li>Nutrition</li> <li>Controlled assessment tasks</li> </ul>
Autumn 2	<ul style="list-style-type: none"> <li>The structure and impact of the Hospitality and Catering Industry</li> <li>Customer service</li> <li>Special diets</li> </ul>	<ul style="list-style-type: none"> <li>Customer requirements</li> <li>Controlled assessment tasks</li> </ul>
Spring 1	<ul style="list-style-type: none"> <li>Front of house operations</li> <li>Desserts</li> </ul>	<ul style="list-style-type: none"> <li>Cooking methods and impact on nutrition</li> <li>Controlled assessment tasks</li> <li>Dovetailing of a recipe</li> </ul>
Spring 2	<ul style="list-style-type: none"> <li>Back of house operations</li> <li>Owned planned practicals based on certain TMG</li> </ul>	<ul style="list-style-type: none"> <li>Menu Planning</li> <li>Controlled assessment tasks</li> <li>Practical exam</li> </ul>
Summer 1	<ul style="list-style-type: none"> <li>Role of EHO and HSE</li> <li>Food safety legislation</li> </ul>	<ul style="list-style-type: none"> <li>Controlled assessment tasks</li> </ul>
Summer 2	<ul style="list-style-type: none"> <li>Hospitality and Catering provision for specific providers</li> <li>Unit 1 examination</li> </ul>	<ul style="list-style-type: none"> <li>Controlled assessment tasks</li> <li>Exam preparation where resit is required.</li> </ul>

# Programme of Study 2021-2022: GCSE Design and Technology

## Three-Dimension Design



	<u>Year 10</u>	<u>Year 11</u>
Autumn 1	Design Briefs Art Movements Cultural identity and influences Presentation Techniques Designer Research	Coursework; Product Manufacture Product analysis Testing and recording
Autumn 2	Artist and Designer investigation Exploring Practical techniques Primary sources and evidence Designer Analysis	Coursework; Finishing Techniques Finalising and presenting of final product. Design statement.
Spring 1	Design Ideation 2 Point perspective, crating, isometric, oblique and orthographic drawing techniques. Critical analysis	Examination Prep; Exam themes and mind mapping Research of artists and analysis of their work Design ideas Design development Modelling
Spring 2	Prototyping / modelling Materials and techniques testing and recording	Time plan Exam prep Exam Design statement.
Summer 1	Coursework: Product Development Product Manufacture	Exam
Summer 2	Coursework: Rendering; Sketch Up, Corel draw. CAD/CAM	

# Programme of Study 2021-22: GCSE Design and Technology



	<u>Year 10</u>	<u>Year 11</u>
Autumn 1	<p>Component 1A – Hybrid Design brief</p> <p>Research - target market / designers key characteristics and skills analysis / user need / client need</p> <p>Responses to artist work in different materials</p>	<p>Component 2B - Project presentation</p> <p>Research Graphic Design key skills and artists, develop work in own style reflecting project style. Bring together main elements of Hybrid Project to present back to client.</p> <p>Exam focus project: Development of handheld technology device</p> <p>Design, development and prototyping</p>
Autumn 2	<p>Component 1A - Hybrid Design Brief</p> <p>Responses to artist work in different materials</p> <p>Evaluation</p> <p>Component 1B - Design Development</p> <p>Design ideas – initial sketches showing exploration of design ideas, refined ideas, isometric or oblique drawing</p>	
Spring 1	<p>Component 1B - Design Development</p> <p>Prototype development</p> <p>Evaluation</p>	<p>Component 3 – Exam</p>
Spring 2	<p>Component 2A - final model</p> <p>Development and refinement of making skills, CAD CAM, surface decoration</p> <p>Making journal - ongoing reflection of skills development</p>	
Summer 1	<p>Component 2A - final model</p> <p>Development and refinement of making skills, CAD CAM, surface decoration</p> <p>Making journal - ongoing reflection of skills development</p> <p>Final presentation and evaluation</p>	
Summer 2	<p>Component 2B - Project presentation</p> <p>Research Graphic Design key skills and artists, develop work in own style reflecting project style. Bring together main elements of Hybrid Project to present back to client.</p>	<p>Component 3 – Exam</p>