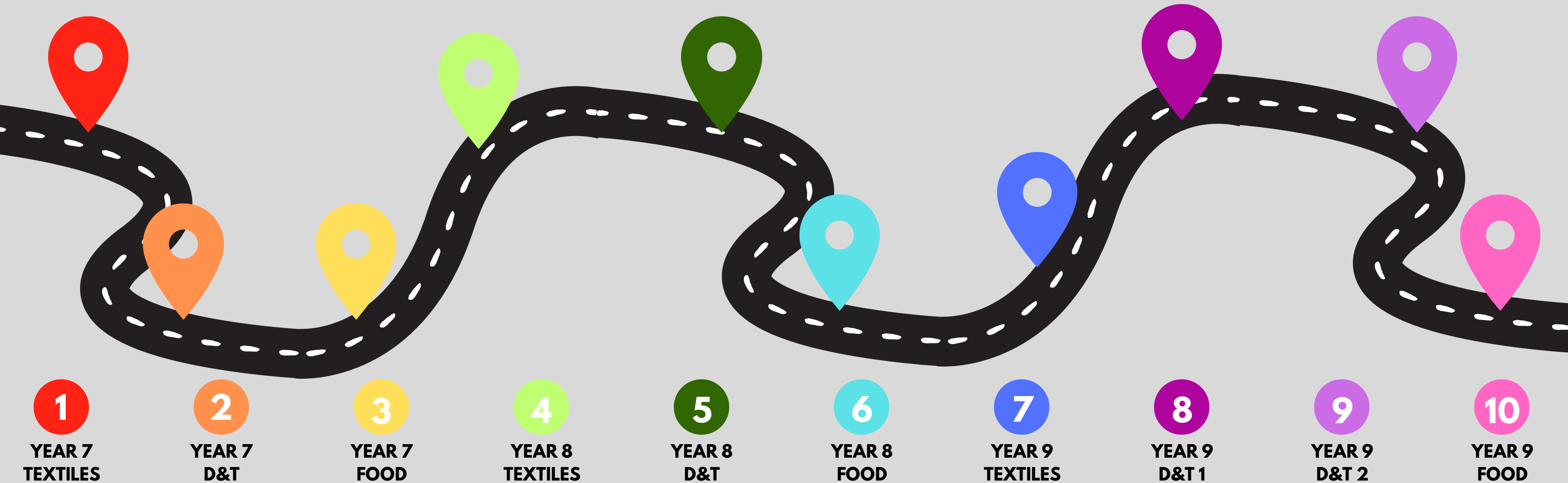


THE KS3 LEARNING JOURNEY

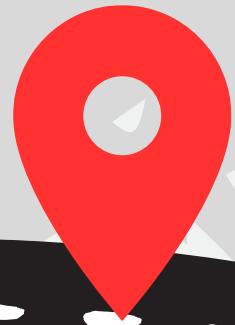


The curriculum intent for this Year 7 Design and Technology programme is to cultivate a comprehensive and hands-on learning experience that equips students with a wide range of design and practical skills, while fostering an understanding of health and safety, creativity, and problem-solving. Through this meticulously structured sequence of lessons, we aim to instil in students the core principles of design, material utilisation, and innovation. The curriculum offers a delicate balance between theory and practice, encouraging students to explore their creativity, develop essential skills in areas like fabric design, woodworking, metalworking, and culinary arts, and cultivate a profound awareness of health and safety in various contexts. Furthermore, it emphasises sustainability and environmental awareness, underscoring the importance of responsible design and production. By the end of this year, students will not only have a diverse skill set but will also have developed the ability to document, evaluate, and present their work effectively, providing a foundation for their future endeavours in the world of design and technology.

The curriculum intent for Year 8 Design and Technology students is to provide a multifaceted and engaging learning experience, fostering creativity, practical skills, and a deep understanding of design principles. This meticulously structured program explores the theme of branding, equipping students with the ability to conceptualise and visualise a variety of branding related ideas. The study then delves into research and creative expression, where students are guided through masterclasses and workshops, alongside practical skills. The programme also encourages students to critically assess the environmental and social, moral and cultural aspects of society. This curriculum intends to prepare students with a holistic understanding of design, from visual aesthetics to functional application, and to nurture an appreciation for the nuances of branding and the principles of responsible food preparation. By the end of this year, students will possess a diversified skill set, a keen eye for design, and an understanding of the relationship between design and functionality.

The curriculum intent for Year 9 Design and Technology students aims to provide an enriching and multifaceted educational journey that empowers students with a diverse set of skills and knowledge in design and practical application. Students develop a thorough understanding addressing real-world situations and embark on a creative exploration of our world through a range of research techniques. Hands-on masterclasses and workshops cover techniques, fostering a connection between art and design, enabling students to express their creativity and harness skills developed throughout years 7 and 8. Students undergo an iterative design process, emphasising problem-solving and the incorporation of feedback into their work, allowing students to explore a variety of materials and ingredients. Throughout the course, students also evaluate and present their projects, building essential skills for effective communication. By the end of this year, students will possess not only a wide range of design and practical skills but also an understanding of the broader context in which design and technology play a significant role in our world.

YEAR 7 ROTATION - IDENTITY



1

TEXTILES

Understand how fabric is constructed.
Introduction of how to experiment with surface decoration techniques.
Understand how to use the techniques learned and apply new skills by making a textile portrait.



2

D&T

Develop a foundation in design and technology by exploring health and safety, working with various materials, learning graphic design concepts, and gain an understanding of sustainability. Culminating in a practical name plaque outcome



3

FOOD

Students learn about various aspects of food preparation and nutrition. They explore different types of establishments, chef roles, and safety measures, while also gaining practical experience in cooking a variety of dishes

YEAR 8 ROTATION - BRANDING



1

TEXTILES

Understand the origins of fibres and fabrics. Explore the work of soft sculpture artists and popular culture. Develop hand and machine sewing skills and further explore surface decoration techniques to create a 3D soft sculpture.

2

D&T

Dive into the world of graphic design and product packaging, with hands-on activities like creating shape nets and redesigning a product's logo. Colour theory, packaging design, and product assembly.

3

FOOD

Students delve into the world of food establishments, branding, and types of service. They also gain hands-on experience by creating dishes like quiche, tomato soup, and Dauphinoise potatoes while learning about food safety procedures, allergens, and intolerances.

YEAR 9 ROTATION - OUR WORLD



1

TEXTILES

Build on skills learnt previously to design, embellish and construct a bag which conveys a message. Gain a better understanding of smart textiles and experiment and explore new techniques, whilst making links with the work of artists and designers to further enhance design skills.



2

D&T 1

Embark on an exploration of architecture and biomimicry, incorporating practitioner analysis and material experimentation using various materials. Engage in the creation of models, as well as the introduction to simple circuits, refining your building designs



3

D&T 2

Further enhance observational, perspective, and orthographic drawing abilities while learning the art of mind mapping and mood boarding. develop an understanding of practitioner analysis and annotations, evaluations, and presentations



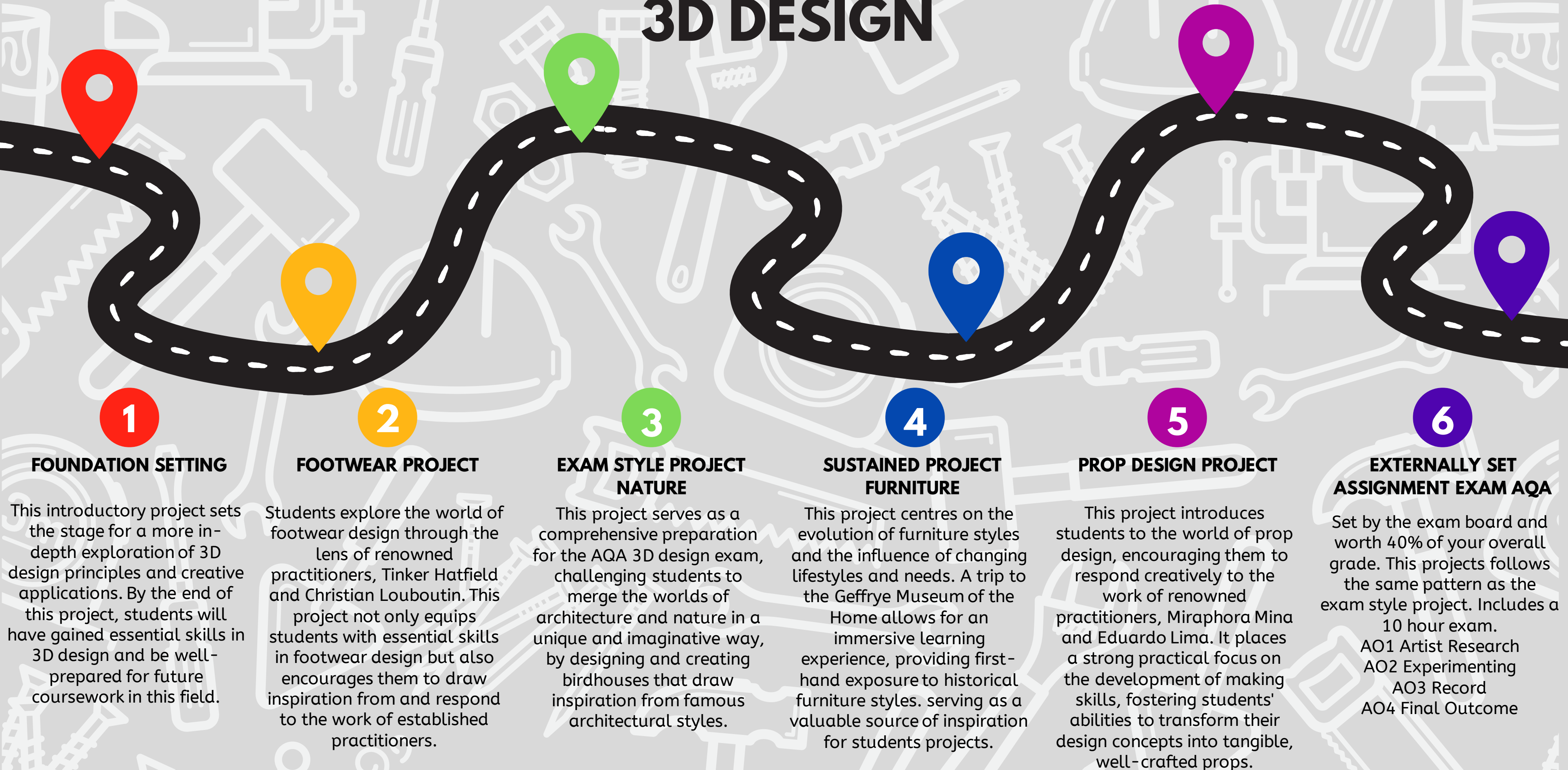
4

FOOD

Explore the diverse needs and operations of different food establishments while engaging in practical cooking experiences, creating millionaire slice and lemon meringue pie. Delve into menu planning, cost analysis, customer well-being considerations, and allergen awareness.

GCSE - ART AND DESIGN

3D DESIGN



GCSE - ART AND DESIGN TEXTILES



1

OBSERVATIONS USING MIXED MEDIA

Explore a range of drawing techniques using mixed media to produce a range of observations based around the theme of natural forms. Secure skills and techniques that can be used for future projects.

2

TECHNIQUE EXPLORATION AND ARTIST RESEARCH

Engage with artists and designers to help influence and give context to your own work. Experiment with a variety of decorative textiles techniques with a focus on surface decoration and printing.

3

TECHNIQUE DEVELOPMENT, PERSONAL RESPONSE INTERIOR OUTCOME

Develop a personal response to the study of natural forms through refining printing processes and surface decoration techniques leading to an interior textiles outcome. Understand the importance of selecting appropriate techniques and materials to support the development of a personal finished product.

4

UNDERSTANDING THE SKETCHBOOK PROCESS FASHION OUTCOME

Research fashion designers influenced by natural forms and use this to support development of own fashion designs and illustrations inspired by own area of interest. Develop and refine a personal response to create a fashion garment outcome. Consolidate practical skills into a polished outcome.

5

EXAM STYLE PROJECT

Analyse the project title utilising primary and secondary methods of research. Explore the topic and related artists and designers to inspire ideas and experimentation. Demonstrate creative flair and refine ideas and develop initial ideas into a personalised final outcome.

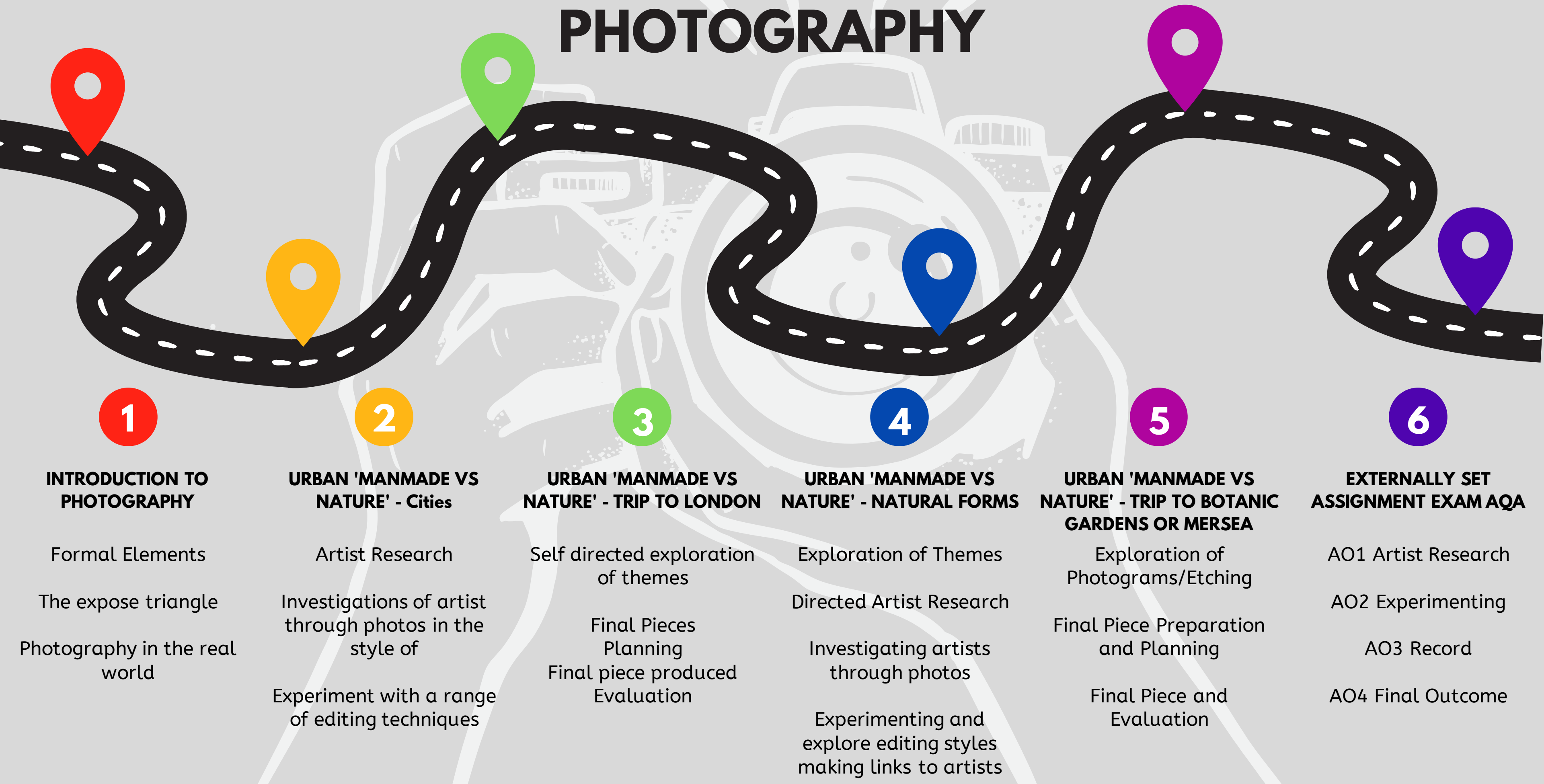
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EXTERNALLY SET ASSIGNMENT EXAM AQA

Set by the exam board and worth 40% of your overall grade. This projects follows the same pattern as the exam style project. Includes a 10 hour exam.
AO1 Artist Research
AO2 Experimenting
AO3 Record
AO4 Final Outcome

GCSE - ART AND DESIGN

PHOTOGRAPHY



PHOTOGRAPHY - YEAR 9



1

INTRODUCTION TO PHOTOGRAPHY 'SKILLS BUILDING AND CORE LANGUAGE'

You will learn the history of photography and understand the basics of photography which will enable you to navigate your way around a camera better and achieve great photos. Now you have an understanding of aperture, shutter speed and ISO you will complete tasks focusing on these different settings and including light painting and light trails.



3

UP CLOSE AND PERSONAL 'CONTEMPORARY CREATORS'

Analysing a range of different photography styles, you are going to apply your knowledge and plan out a photo shoot based on different concepts. The emphasis will be on good lighting, initiative and well planned photo shoot. Organising your team to ensure every job role is covered.



5

CREATIVE PHOTOGRAPHY 'EXPERIMENT AND EXPLORE'

During this project you will research a variety of photographers who use a range of media and materials to respond creatively. You will be introduced to Photoshop - an editing software, where you will learn a range of techniques such as colour popping and some physical manipulation techniques including collage and image transfer. Each process that you will learn about can be adapted throughout the GCSE course.

HOSPITALITY AND CATERING



1

MODULE 1

Providers
Working in
Hospitality and
Catering Industry
Conditions and
Pay
Provision
Health and
Safety

2

MODULE 2

Bacteria and
Allergies
Symptoms and
signs
Prevention
The role of the
Environmental
Health Officer

3

MODULE 3

Nutrition
Macros
Micros

4

MODULE 4

Special diets
Menu planning
How to plan
production

5

MODULE 5

Mock Controlled
Assessment

6

MODULE 6

Evaluation
cooking skills

7

TERM 1

None
Examination
Assessment 1-
scientific
investigation

8

TERM 2, 3 & 4

None
Examination
Assessment 2-
Research ,Plan
and make 3
courses with
accompaniments
to meet a specific
brief set by the
exam board.

9

TERM 5

Exam practice
and revision.