

THE KS3 LEARNING JOURNEY



Technology and food students at Passmores experience all areas of the Design Technology curriculum on a rotational basis. This will include 3D design, Food, Product Design, Graphics and Computer-aided Design and Textiles. We aim to teach a relevant and modern curriculum which embraces traditional skills and explores new and innovative materials and ingredients. We want our students to be able to design and develop creative outcomes following the design process that are useful, functional and aesthetically pleasing. Students will consider the whole life cycle of what they design, from the time they design it, the materials they choose, their sources, origins and provenance. They need to be able to consider and apply the technologies, both old and new, they are going to use with independence.

By the end of KS3 a Design Technology and food student will have developed their creativity, imagination and independence skills. They will be able to problem solve and will understand the impact of design on our daily lives. They will be reflective of past and present design and technology and will be able to find solutions to problems and design and make products using a range of different media and ingredients. They will consider both function and aesthetics to create outcomes that look good, taste great and work well. Students will also have a better environmental awareness and understand how products can be made more sustainable and reflect the changing world. They will understand the implications of their Carbon Footprint created from importing foods and materials.

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**A successful Technology student
will be...**

INNOVATIVE

CREATIVE

INDEPENDENT

IMAGINATIVE

ABLE TO PROBLEM SOLVE

REFLECTIVE

ENVIRONMENTALLY AWARE

YEAR 7 ROTATION - IDENTIFY



1

TEXTILES

Understand the origins of fibres. Introduction of how to experiment with surface decoration techniques. Understand how to use the techniques learned and apply new skills by designing and making a fabric 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

Experience aspects of food preparation and nutrition, health and hygiene, equipment and cooking methods. Cook meals relating to a daily meal plan of breakfast, lunch and dinner. Consider healthy snacks and meal plans for special dietary requirements.

YEAR 8 ROTATION - BRANDING

1

TEXTILES

Understand how fabrics are constructed. 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 product design and electrical systems. With hands-on activities like soldering circuits and product displays. Developing knowledge on digital simulation, and product assembly.

3

FOOD

Explore how to make an informed choice about what you eat. Learn about where food comes from, seasonality and how to choose food that is more environmentally friendly. Analyse and assess how good/bad processed and ultra processed foods are. Enhance practical skills.

Year 9 Textiles

Flora and Fauna



Term 1 & 2

Use research skills to build the foundations for your project.

Explore a range of drawing techniques using mixed media to produce a range of observations based around your theme. Link the work of artists and designers to the exploration and experimentation of new textile techniques including printmaking, surface decoration and embellishment.

Term 3 & 4

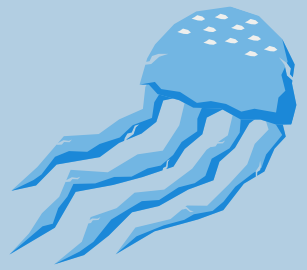
Continue your journey by delving into the world of interior design and applying newly explored practical skills and techniques to design and make an interior based textiles product. Learn how to develop and refine your portfolio throughout the design process.

Term 5 & 6

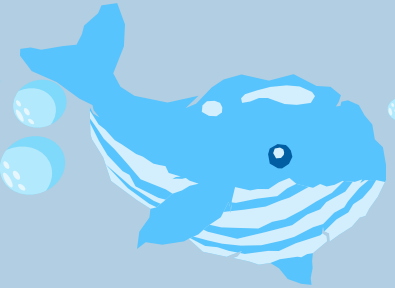
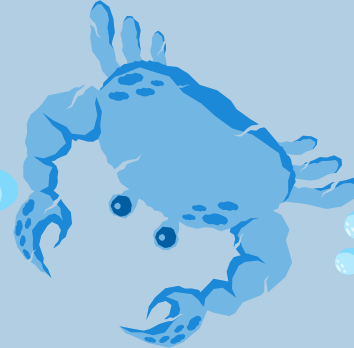
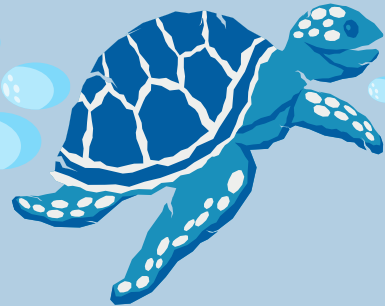
Explore designers influenced by fashion and the world of footwear. Enhance fashion drawing skills. Combine and layer a range of textiles techniques to create your personalised outcome based around your theme.



Year 9 Design & Technology



Sea Life



Apply research skills to lay the groundwork for your project.

Investigate various design methods using mixed materials to create a series of observations related to your theme. Connect the work of artists and designers to the experimentation and development of new techniques in design and technology, such as plastic melting and moulding, decoupage, wood burning, plaster casting, and clay modelling

Advance your project by exploring interior design and putting your recently learned skills into practice to craft a unique product, such as an interior clock or wall art. Focus on enhancing and refining your portfolio as you move through each stage of the design process.

Investigate footwear designers and their fashion influences. Focus on refining your design sketching abilities while prototyping functional footwear. Your designs will be shaped around your theme, guiding your creative process.

Year 9 Hospitality and Catering - Luxury Yacht project

Year 9 will embark on a journey where they will explore different cuisines, cultures, customs and traditions of Italy, Caribbean Islands, Turkey, Greece and the Greek Islands . They will research the country's history and ingredients that have influenced the various dishes that they will make in practical lessons. They will learn about the Hospitality and Catering industry through the roles of the super yacht experience which will include the yacht Captain, chef, deck hands and Interior stewards responsible for the needs of the guests, creating themed meals and table settings and serving food.



Term 1-

Destination Italy-

Students will learn about the roles and duties of the Yacht staff. They will step back in time and learn about the Romans and bread making. Students will taste test bread from around the world. A pasta Master class will teach students how to make pasta from scratch and will make a couple of popular pasta dishes.

Term 2-

Destination Turkey-

Students will Learn about Turkish food and a traditional Meze will be cooked and shared as group work. Students will learn about the different regions of Turkey and the dishes associated with them. Students will look at the way Christmas is celebrated in Turkey and a celebration Christmas sweet treat, and packaging will be created.

Term 3-

Destination Greece and the Greek Islands

Students will immerse themselves into Greek cuisine and traditional foods. They will cook a variety of Greek dishes and plan a wedding menu and venue with an emphasis of customer needs and food allergies. An Ice cream Master class will be part of a presentation workshop for desserts.

Term 4-

Destination the Caribbean

Students will focus on the Cuisine of 3 of the Islands, Jamaica, Trinidad and St Lucia. Students will learn about the spice trade and how it has influenced the rich foods of the Caribbean. They will learn how to identify different spices from natural state, to how it is used to flavour dishes. Preservation techniques will be explored, and students will have the opportunity to taste test different foods that have been preserved using different processes. A variety of Caribbean dishes will be cooked.

Term 5-

Destination of choice

Students will choose between Mexico or Thailand for the next destination. They will research the cuisine of both countries to then be able to make an informed choice as to which appeals to them more. They will then research their chosen country. For that country they will then plan and make a starter, main course and dessert. Each practical will be assessed on Health and hygiene practice, organisation, Quality and outcome of the dish.

Term 6-

Culinary skills

Through demonstrations and workshops, students will be learning about some key skills making different types of pastry, rough puff, short crust. And choux. Students will identify the key terms and pitfalls of pastry making and how to avoid them. Students will learn how to make meringues and understand the science behind meringue.

GCSE Art And Design – 3D Design



Project 1

Movements and Techniques

Begin your creative journey by investigating a range of art movements, artists, and essential technical skills. This project will help you build a strong foundation of knowledge and creativity, setting the groundwork for future projects and allowing you to confidently explore 3D design concepts.

Project 2

Sustained Project Furniture

Delve into the evolution of furniture styles and how changing lifestyles have shaped design. A visit to The Museum of the Home offers an immersive learning experience, giving you direct insight into historical furniture styles. A valuable source of inspiration as you develop your own project.

Project 3

Exam Style Project Prop Design

Immerse yourself in the field of prop design, encouraging creative responses and emphasising practical skills. This project focuses on developing your ability to turn design concepts into well-crafted, tangible props, enhancing your craftsmanship and understanding of the prop-making process.

Project 4

Externally Set Assignment

This exam board-set project, worth 40% of your final grade, follows the structure of the exam style project and culminates in a 10-hour exam. You will be guided through four key areas:

- AO1 Artist Research**
- AO2 Experimenting**
- AO3 Record**
- AO4 Final Outcome**

GCSE Art and Design - Textiles



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.



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.



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.



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.



EXAM STYLE PROJECT

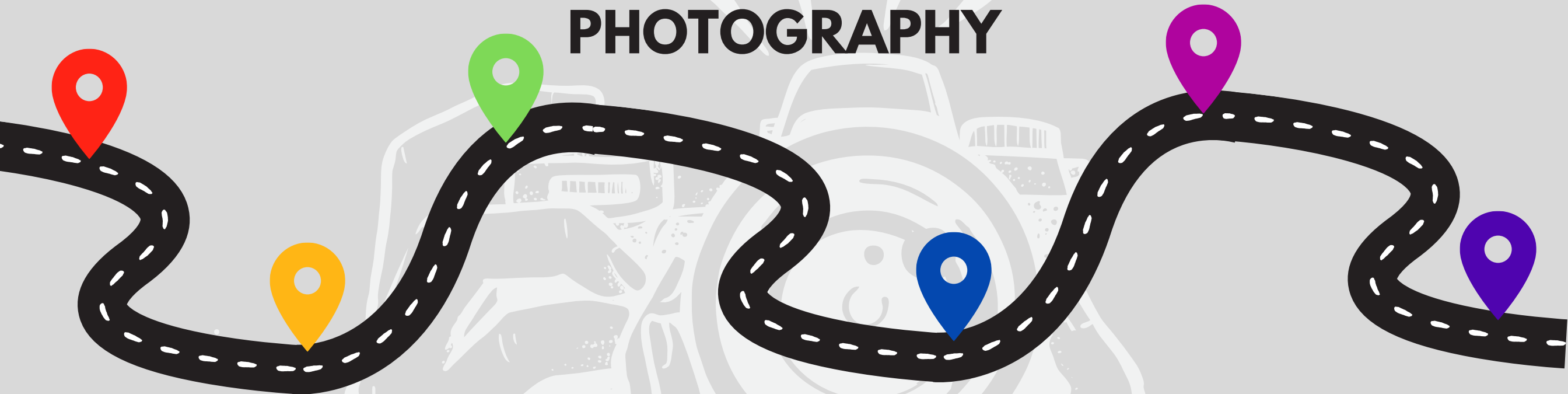
Analyse the project title utilising primary and secondary methods of research. Explore the topic and related artists and designers to inspire ideas and experimentation. Demonstrate creative flair and refine ideas and develop initial ideas into a personalised final outcome.



EXTERNALLY SET ASSIGNMENT EXAM AQA

Set by the exam board and worth 40% of your overall grade. This projects follow 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



1

INTRODUCTION TO PHOTOGRAPHY

Formal Elements

The expose triangle

Photography in the real world

2

URBAN 'MANMADE VS NATURE' - Cities

Artist Research

Investigations of artist through photos in the style of

Experiment with a range of editing techniques

3

URBAN 'MANMADE VS NATURE' - TRIP TO LONDON

Self directed exploration of themes

Final Pieces

Planning

Final piece produced

Evaluation

4

URBAN 'MANMADE VS NATURE' - NATURAL FORMS

Exploration of Themes

Directed Artist Research

Investigating artists through photos

Experimenting and explore editing styles making links to artists

5

URBAN 'MANMADE VS NATURE' - TRIP TO BOTANIC GARDENS OR MERSEA

Exploration of Photograms/Etching

Final Piece Preparation and Planning

Final Piece and Evaluation

6

EXTERNALLY SET ASSIGNMENT EXAM AQA

AO1 Artist Research

AO2 Experimenting

AO3 Record

AO4 Final Outcome

Hospitality and Catering



MODULE 1

Providers working in hospitality and catering industry, conditions and pay, provision, health and safety

MODULE 2

How providers operate, equipment, materials, meeting customer needs and expectations, administration

MODULE 3

Health and safety laws, risk assessments, accident forms, HACCP

MODULE 4

Food safety, hazards and symptoms, food poisoning and how to avoid it, catering and the law, the role of the EHO

MODULE 5

The importance of nutrition, macro and micronutrients, water, fibre, balanced diets

MODULE 6

Nutrition at different life stages, lifestyle, medical conditions, personal beliefs

TERM 1 & 2

Non Examination Assessment – Research, plan and trial 2 courses with accompaniments to meet a specific brief set by the exam board

TERM 3 & 4

Practical examination to make 2 courses with accompaniments. Evaluate dishes and outcomes to support completion of Non Examination Assessment

TERM 5

Exam practice and revision

Level 1 & 2