

**MODULES/UNITS – YEAR 7**

Working on a carousel, students will develop their practical and creative skills through a number of design and make projects using a range of materials including woods, plastics and foods. They will develop their practical skills through practicing a wide range of processes including marking out, sawing, drilling, band facing and cooking with an emphasis on working with increasing skill and accuracy and developing high-quality surface finishes. Student will also learn and apply their knowledge of communication skills including freehand sketching, annotating and rendering with colouring pencils.

**MODULES/UNITS – YEAR 8**

Working on a carousel, students will draw upon the skills learnt in year 7 to further develop their practical ability and theoretical knowledge. Design and make tasks will include the use of metals, modelling materials, Computer Aided Design and Food Tech. Processes will include bending metals using jigs, cold form riveting, card engineering and block modelling. Dishes in Food Tech will be more challenging and require greater organisation in order to ensure they are completed within the lesson. In addition to further 3D sketching practice, students will also start to create manufacturing plans and evaluation skills.

**PROJECTS/SCHEME OF WORK/TOPICS****DURING**

Year 7 Food Technology	1 term
Year 7 Cable Tidy	1 term
Year 7 Moving toy	1 term
Year 8 Coat Hook	1 term
Year 8 Emergency Shelter	1 term
Year 8 Food Technology	1 term

**OTHER INFORMATION****Useful Websites**

Howstuffworks.com  
Jamieoliver  
BBCgoodfood

**Textbooks**

N/A

**Homework and Revision**

Homework booklets are issued at the beginning of each project. They are also used as part of revision. Revision resources will be provided near to their end of year exam.

**Equipment**

Basic stationary equipment.  
Colouring pencils.  
Cream apron

**Contacts**

Mr Reynolds Subject leader for D&T  
Mr Ardin  
Mr Lawless  
Mr Jacobson D&T Technician