

	Term 1		Term 2		Term 3		End Points
	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6	
<b>Year 7 Food</b> Main Content & Key Skills	Correct techniques to safely handle a sharp kitchen knife. Bridge & claw grips.	Use of the hob and oven to prepare and cook	Numeracy related to food & recipe planning		Move to DT		Safe and correct grip techniques using knife to slice, dice & julienne. Safe and correct use of Hob and oven to prepare food
	Eatwell Guide & function of nutrients	How to write an evaluation. Sensory and nutritional evaluation of food.	Costing food recipes and applying this to a weekly menu for a family.				Healthy eating principles & function of nutrients. Evaluation of food.
	Slice, dice and julienne vegetables	produce a variety of savoury dishes	produce a variety of savoury dishes				Food budgeting and numeracy
<b>Year 7 DT</b> Main Content & Key Skills	Develop knowledge of writing a Design Specification - ACCESSFMM.	Health and safety in DT Workshop	Finishing metal & finishing timber		Move to Food		knowledge of creating a Design Specification using ACCESSFMM.
	Develop skill in the use of 2D design CAD software to produce the mould for their pewter pendant	Develop skill in the use of measuring and marking out tools. H&S for band facer and pedestal drill	Extension - Pop up cards				Develop basic skills in the use of 2D design CAD software to produce pendant mould.
	Pewter Pendant project	Pewter pendant / Tea Candle holder	Tea Candle holder				be able to measure, mark out cut and shape timber. Finishing techniques for metal and timber.
<b>Year 8 Food</b> Main Content & Key Skills	Correct techniques to safely handle a sharp kitchen knife. Bridge & claw grips.	Use of the hob and oven to prepare and cook	Numeracy related to food & recipe planning		Move to DT		Safe and correct grip techniques using knife to slice, dice & julienne. Safe and correct use of Hob and oven to prepare food
	Eatwell Guide & function of nutrients	How to write an evaluation. Sensory and nutritional evaluation of food.	Costing food recipes and applying this to a weekly menu for a family.				Healthy eating principles & function of nutrients. Evaluation of food.
	Slice, dice and julienne vegetables	produce a variety of savoury dishes	produce a variety of savoury dishes				Food budgeting and numeracy
<b>Year 8 DT</b> Main Content & Key Skills	Health & safety in the DT Workshop. Create a design specification using ACCESSFMM.	Health and safety using band facer, cordless and pedestal drills.	Evaluation writing and applying this to manufacturing plans and quality of product based on specification criteria.		Move to Food		Develop an understanding of isometric drawings and draw the a cross halving joint
	Isometric drawing of a cross halving joint	Knowledge in the use of Jigs & templates	Different finishing techniques and application to project for timber.				Use hand tools to mark out and cut a cross halving joint. Know how to chamfer edges and ends of timber, bore holes using a jig. Basic principles of assembly planning
	Practical skills exercise to learn how to accurately mark out and cut a cross halving joint for mug tree project.	Planning for manufacture and use of flowcharts for mug tree project.	Mug tree project. Extension - Pop up cards				Evaluation writing and finishing techniques for timber.

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Year 9 DT Main Content & Key Skills	Rules for Isometric & Orthographic drawings. Create isometric drawings from orthogonal or vice versa.	Generate a variety of design ideas to suit a target market, evaluate and use 2D design to create a CAD design that can be laser etched into the top of trinket box.	Intro to 3D CAD Model using Autodesk Inventor software, produce a 3D model and working drawing for the trinket box	Sketching and rendering techniques / design communication	Mini NEA style Design Project to design & produce an Automata toy. Generating Design Ideas	Start of GCSE options - Recap Isometric, orthographic and 2D & 3D CAD - ACCESSFM & Alessi	Know how to produce isometric and orthogonal drawings. Develop sketching techniques to communicate design ideas. Use 2D & 3D CAD software.
	Know how to accurately mark out and safely finger joints and other appropriate construction techniques.	Knowledge of soft and hard woods, timber processing and timber products.	Evaluation a and application of a finish	Types of Production methods and manufacturing in quantity. Quality control	Knowledge of cams, gears and mechanisms.		Select and use appropriate tools to safely mark out and cut joints to produce a variety of projects. Know and apply principles of assembly planning
	Trinket Box	Trinket Box	Trinket Box	Robot Pencil Sharpener	Automata Toy		Evaluation writing and understanding of different materials used within DT and how to describe their common properties.

Year 10 DT Main Content & Key Skills	1.15 Investigate and analyse the work of past and present professionals and companies in order to inform design	1.1 -1.2 The impact of & evaluation of new and emerging technologies	1.8 - 1.12 The categorisation of the types, properties and structure of CORE materials	1.8 - 1.12 The categorisation of the types, properties and structure of CORE materials	1.5 The functions of mechanical devices used to produce different sorts of movements, and the direction of forces	1.16 - 1.17 Use different design strategies to generate initial ideas and communicate, record and justify design ideas	Knowledge and understanding of <b>Core Content</b> and applying this to exam style questions
	7.1 - 7.2 The sources, origins, physical and working properties of each natural and manufactured timber and their social and ecological footprint 7.7 techniques, tools, equipment and processes to shape, fabricate, construct and assemble a high-quality prototype	7.3 - 7.5 Selection of natural/manufactured timber , impact of stress/forces and standard stock forms. 7.7 techniques, tools, equipment and processes to shape, fabricate, construct and assemble a high-quality prototype	7.3 - 7.5 Selection of natural/manufactured timber , impact of stress/forces and standard stock forms. 7.7 techniques, tools, equipment and processes to shape, fabricate, construct and assemble a high-quality prototype	7.7 techniques, tools, equipment and processes to shape, fabricate, construct and assemble a high-quality prototype 7.8 Appropriate surface finishes that can be applied timber for functional and aesthetic purposes	7.6 Alternative processes to manufacture products of each natural to different scales of production. 7.7 techniques, tools, equipment and processes to shape, fabricate, construct and assemble a high-quality prototype	Recap Core & Timber content	Knowledge and understanding of <b>Timber Content</b> and applying this to exam style questions
	Worktop protector	Wooden spoon Tea candle holder	Robot Pencil Sharpener	Robot Pencil Sharpener	Automata Toy	NEA research and begin GCSE project (June)	Evaluation writing and understanding of different materials used within DT and how to describe their common properties.

Year 11 DT Main Content & Key Skills	1.4 Developments in modern and smart materials, composite materials and technical textiles	1.3 How energy is generated and stored in order to choose and use appropriate sources to make products and power systems	1.13-1.14 contexts which inform outcomes and environmental, social and economic constraints that influence designing and making	1.6 - 1.7 electronic systems control a variety of inputs, and outputs to embed functionality into products	Recap Core & Timber content for GCSE exam		Knowledge and understanding of <b>Core Content</b> and applying this to NEA exam style questions
	Non-Exam Assessment	NEA	NEA	NEA			Knowledge and understanding of Timber Content and applying this to NEA & exam style questions