

Students rotate around the technology areas throughout the year

7	D&T - WOODY				D&T - ELECTRONIC NIGHT LIGHT				FOOD - NUTRITION & FOOD: BASIC SKILLS, H&S and Diet				TEXTILES - HANDSTITCHED FELT MONSTER			
	RESEARCH	DESIGN	MAKE	ANALYSE / EVALUATE	RESEARCH	DESIGN	MAKE	ANALYSE / EVALUATE	RESEARCH	MAKE	ANALYSE	RESEARCH	DESIGN	MAKE	EVALUATE	
	Look at different kinds of woods, and joints	Design strategies, 2D and 3D sketching rendering	A toy woody: Wood joints, cutting, finishing, drilling	Product evaluation	Create specification and look into why we are designing product. What resistors are and where to use them	Specification creates and 3-4-5 Design ideas, CAD/CAM, Isosketch	Night light; Soldering, laser cutting, assembly	Circuit testing, product evaluation	Basic Knife Skills & Basic Cooking skills	Use of Equipment	Health, Hygiene & Safety	Eatwell Guide and Introduction to nutrition	Create; moodboard for inspiration of monsters, spider diagram saying what makes a monster a monster, Play Bingo to learn key stitches and components	3 Design ideas created, coloured using rendering and labelled with technical information; stitches, components, fabric and stuffing	Felt Monster; Hand stitching, components, templates, cutting	Analyse design brief by highlighting keywords and discussing what it is asking for. Evaluate final monster using +/-s

ILP Bio Mimicry ILP - is an independent learning project that contains 3 compulsory tasks and a choice of 3 elective tasks, to be completed over a 2 week period

8	D&T – Wooden Robotic Toy				ENGINEERING - METAL INSECT				FOOD: EXPLORING NUTRITION & FOOD: ONE POT DISHES				TEXTILES - KANDINSKY CUSHIONS			
	RESEARCH	DESIGN	MAKE	ANALYSE	RESEARCH	DESIGN	MAKE	ANALYSE / EVALUATE	MAKE	RESEARCH	ANALYSE	RESEARCH	DESIGN	MAKE	ANALYSE / EVALUATE	
	Product Analysis: ACCESSFM	Iso-sketch, and tinker card	Laser cutting, wooden permanent and temporary joints, veneers, CAD/CAM	Product evaluation	Product Analysis: ACCESSFM	Foam modelling, Design ideas, 2 elevations	Insect: Metal processes, brazing,	Product evaluation	Use of commodities in practical dishes	Cross Contamination & Food Poisoning	Energy & Micro & Micro Nutrients	Sustainability and the environment	Find out about Artist Kandinsky, his medical condition SYNAESTHESIA	Create a range of initial ideas responding to music. Peer asses and then create final cushion design.	Cushion: Learn how to use a sewing machine and surface decoration to create a Kandinsky inspired cushion	Analyse design brief by highlighting keywords and discussing what it is asking for. Create step by step and evaluate final product in sentences thinking about improvements.

ILP Cultural Cuisine - is an independent learning project that contains 3 compulsory tasks and a choice of 3 elective tasks, to be completed over a 2 week period

9	FOOD			TEXTILES			ENGINEERING			ENGINEERING		
	EXPLORING NUTRITION & FOOD: COMPLEX MAINS & SIDES, FOOD CHOICE AND SPECIAL DIETARY NEEDS			AFRICAN HANDWARMERS - PROTOTYPE FOR MASS MARKET			Engineering: Survival Tool			D&T: Lighting		
	Principles of home baking; pastries, shortcrust and puff pastries, breads and cakes. Complex main meals & side accompaniments	Factors affecting food choice - Nutritional needs for various life stages	Nutritional Labelling and Consumer Awareness including allergies & Intolerances	Research: Mood board on African patterns. Mass market customer profiling. Production methods. Fabric Tests / selections. (AO1 linked to GCSE marking)	AFRICAN HAND WARMER. Design African handwarmers, create templates. Sample decorative techniques: batik, free hand machine embroidery, Thermochromic paints then make.	Step by step and Evaluate (Linked to GCSE marking AO3&AO4)	ACCESS FM, Design ideas for alternative functions, Autodesk Inventor or Fusion 360	Survival Tool: Metal processes, machine tools including lathe and milling machine, CAD CAM, CNC lathe	Final product evaluation, test of functionality and use.	Product design, including application of CAD	Practical: make a LED light	Final product evaluation, test of functionality and use.

ILP Design Movement - is an independent learning project that contains 3 compulsory tasks and a choice of 3 elective tasks, to be completed over a 2 week period