

DESIGN AND TECHNOLOGY

AT ARCHBISHOP TEMPLE CHURCH OF ENGLAND HIGH SCHOOL



ILLUMINATE

INTEGRATE

INNOVATE

INSPIRE



Year
11



Revise and practice
exam papers and
course content

GCSE
exam



Unit 6: Design principles



Unit 7: Making principles

NEA 2
released 1st
November

NEA 2: Food preparation.
Prepare, cook and
present a final menu
of three dishes.



NEA 2
Practical
exam



Revise and practice
exam papers and
course content



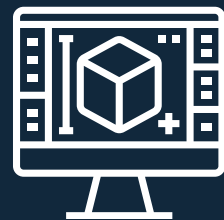
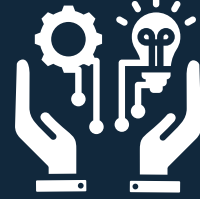
Year
10

NEA A02: Generating and developing design ideas.

NEA A01: Developing a design brief and
specification.

NEA A01: Identifying and
investigating design possibilities.

Unit 4: Common specialist technical principles.



Unit 2: Energy, materials,
systems and devices.



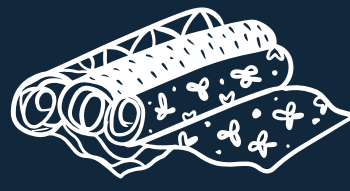
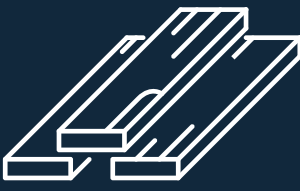
Unit 1: New and
emerging technologies.

Unit 5: Specialist technical principles: Timbers,
Papers & Boards Textiles.



Unit 3: Materials

Practice NEA work based on chosen specialism.



NEA
released
1st June

Y10 Mock
exam

NEA 1
released 1st
September

NEA 1: Food Investigation.
Working characteristics,
functional and chemical
properties of ingredients.



Sauce making, tenderise/marinate, dough, raising agents, setting mixtures,

Use of the cooker and other kitchen equipment, cooking methods, combine and shaping

Use of the cooker and other kitchen equipment, cooking methods,

General practical skills, Knife skills, preparing fruits and vegetables



Food safety, nutrition and health, science, provenance,
choice and cooking techniques

Final product testing and evaluation.



Deepen 3D construction techniques using interfacing, fabric lining, zip insertion.

Sources and origins of materials: paper and card.

Understanding colour theory, branding and hidden
meanings in graphical logos.



Embed knowledge and understanding of health and safety when using
textiles machinery and equipment- use of heat press.



User centred design: ergonomics and anthropometrics.



Develop a range of fashion communication techniques
including taking inspiration from the world around us,
collaging and fashion illustration.



Knife skills: Filleting a chicken.



Select appropriate design techniques to showcase products in 2D and
3D.

Learn how to construct a technical product including rolled hems, overlocking edges, envelope folding.

Food science: Dextrinization and gelatinisation.

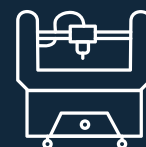


Develop the creative, technical and practical
expertise with starch-based ingredients.



Developing skills of prototyping.

Further build understanding of computer aided
manufacturing using laser cutter.



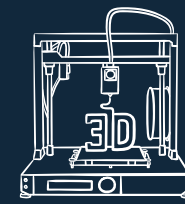
Shaping and forming materials using a variety of hand tools and machinery
to help join and finish timber, polymer and electronic products.

Knife skills: Dicing and slicing.



Develop knowledge and understanding of ingredients and healthy eating.

Learn and demonstrate how CAM can be used to produce
unique products. Laser cutter and 3D printer.



Demonstrate safe knife skills: bridge and claw method.

Understand structural forces used in construction.



Fibre and fabric classification and identification
of their working properties.



Demonstrate principles of food hygiene and safety.



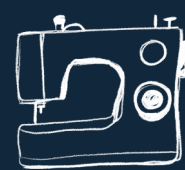
Demonstrate food preparation and cooking skills,
safe use of the hob and oven.



Food science: Enzymic browning.



Develop a repertoire of technical design skills to communicate ideas effectively.



Sources and origins of materials: timber.

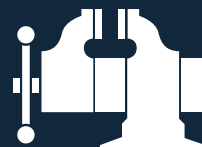


Learn how to use 2D and 3D CAD. 2D-Design and TinkerCAD.



Learn the health and safety and basics of using a
sewing machine.

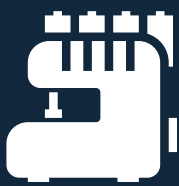
Evaluate and test their food creations and the work of others.



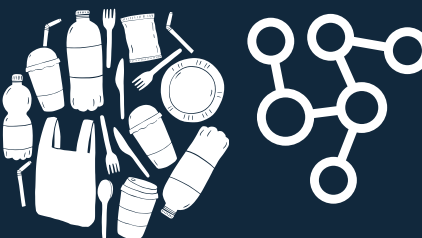
Identifying a range of workshop tools and
equipment and how to use these safely.



Develop a variety of techniques and skills to print, dye, embellish
and decorate the finished product.



Continue to build upon sewing machine skills. Acquire knowledge
of the importance of seam allowance and reverse stitch.



Sources and origins of materials: polymers.

Design and manufacture a product
from a given design brief.



Food science: Coagulation, denaturation and
aeration.



Extend sewing machine skills further. Understand how to insert a zip
and use a zipper foot.

Extend knowledge of workshop tools,
equipment and health and safety.



Year
9

