

ASHTON COMMUNITY SCIENCE COLLEGE: DESIGN & TECHNOLOGY

Year 7						
	Term 1 – Autumn (Sept – Jan)		Term 2 – Spring (Jan – Apr)		Term 3 – Summer (Apr – Jul)	
	Week A (SBR)	Week B (RJS)	Week A (SBR)	Week B (RJS)	Week A (SBR)	Week B (RJS)
Knowledge	<u>Topic:</u> EatWell Guide; Nutrition and provenance of fruit and vegetables; Health and Safety	<u>Topic:</u> Disney sign Home learning tasks	<u>Topic:</u> Importance of breakfast; Nutrition and provenance of eggs	<u>Topic:</u> Wooden apple Home learning tasks	<u>Topic:</u> Fibre and hydration	<u>Topic:</u> Soldering Home learning tasks
Skills/ application of knowledge	<ul style="list-style-type: none"> Bridge and Claw Knife Grips Working safely in the Food room 	Creating Text fonts, Using Rendering techniques, Creative designing, Using Research for design.	<ul style="list-style-type: none"> Using hob, grill and oven 	Drawing with scales, Texture rendering skills, Cutting skills with a coping saw and tenon saw, Smoothing skills with a file on concave and convex lines, using a pillar drill,	<ul style="list-style-type: none"> Stir frying Weighing Rubbing in Bridge and claw grips 	<ul style="list-style-type: none"> Wire stripping & Soldering skills.
Links to prior learning	KS2 curriculum <ul style="list-style-type: none"> ♣ understand and apply the principles of a healthy and varied diet ♣ prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques ♣ understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed 	KS2 curriculum: Design <ul style="list-style-type: none"> □ use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups □ generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design Evaluate <ul style="list-style-type: none"> □ investigate and analyse a range of existing products □ evaluate their ideas and products against their own design criteria and consider the views of others to improve their work □ understand how key events and individuals in design and technology 	KS2 curriculum understand and apply the principles of a healthy and varied diet <ul style="list-style-type: none"> ♣ prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques ♣ understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed 	KS2 curriculum: Make <ul style="list-style-type: none"> □ select from and use a wider range of tools and equipment to perform practical tasks, such as cutting, shaping, joining and finishing, accurately □ select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities 	KS2 curriculum understand and apply the principles of a healthy and varied diet <ul style="list-style-type: none"> ♣ prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques Fruit pots and vegetable sticks – knife skills	KS2 curriculum: Technical knowledge understand and use electrical systems in their products, such as series circuits incorporating switches, bulbs, buzzers and motors

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		have helped shape the world				
assessment		Disney design: Assessment linked to learning outcomes. Create a design solution for a Disney sign.	Pasta Salad: I can make and evaluate a healthy pasta salad	Wooden apple: Assessment linked to learning outcomes. Manufacture a wooden apple.	Stir Fry: I can explain the components of a balanced diet I can prepare and cook a stir fry	Circuit : Assessment linked to learning outcomes. Create a circuit using soldering joints.