

## Curriculum Overview – Design and Technology

### Key Stage 3

At Caistor Yarborough Academy, our KS3 Design & Technology curriculum offers students the opportunity to work within three specialisms – Graphics, Food Technology and Electronics – as per the Government curriculum guidelines for Design and Technology at Key Stage 3. Our students study these subjects under real-life scenarios, merging the specialisms into a year-long theme to make learning relevant for the future success of our pupils.

Y7	Graphics	Food Technology	Electronics
	<b><i>Day of the Dead</i></b> – Students will learn all about Illustration in this term, culminating in designing a celebration print for the festival. They will discover the long history of illustration, the work of Jose Guadalupe Posada and Jean Michel Basquiat, and the importance of typography and composition in design.	<b><i>Day of the Dead</i></b> – Mexican Cuisine. Students will have the exciting opportunity to learn how to cook a variety of dishes under the Mexican Day of the Dead theme. Students will learn about the cultural significance of different dishes, whilst discovering the importance of food safety and hygiene practises.	<b><i>Day of the Dead</i></b> – The final part of the topic will see students learning about circuits and moving parts. They will design and make a sugar skull mask with a moving mouth – utilizing their previous learning of illustration.

Y8	Graphics	Food Technology	Electronics
	<b><i>The Great Caistor Bake Off!</i></b> – Students will begin the year looking at how Branding and Design Identity work together. They will look at existing brands and design a logo for the Great Caistor Bake Off. This logo will then feature on creative cake packaging the students will use when they come to bake in their Food Technology rotation.	<b><i>The Great Caistor Bake Off!</i></b> – In this rotation, pupils will learn about a healthy, balanced diet. They will look at the Eatwell Guide and essential nutrients the body needs. In their practical lessons, students will be competing in the Great Caistor Bake Off – to create sweet and savoury dishes, all packaged in their very own cake boxes.	<b><i>The Great Caistor Bake Off!</i></b> – Creative lighting project. Students will continue to develop their knowledge of circuits using Crumble software – where they will design and make a ‘bakery inspired’ light. In this project, students will further develop their isometric planning and colour rendering skills.

Y9	Graphics	Food Technology	Electronics
	<p><b><i>The Restaurant –</i></b> In the Graphics rotation, students will learn how to design and market their own restaurant. They will learn how to create a concept from start to finish, from the physical interior, the brand, marketing and the menu. This project gives students a taste of a real-life scenario.</p>	<p><b><i>The Restaurant –</i></b> During Food Technology, students will learn about different nutrients and how they affect the human body. In their practical sessions, students will be developing their independent skills by designing and cooking dishes for their concept restaurant.</p>	<p><b><i>The Restaurant –</i></b> “Call for....”. Taking inspiration from the popular restaurant buzzer idea, students will use existing knowledge to create a call system that their customers can use for service from their restaurant tables. Students will design, make and evaluate the system, developing and refining their ideas along the way.</p>

## Key Stage 4

In the final stages of Year 9, students will have the opportunity to continue their Design and Technology journey by opting to choose OCR Graphic Communication. The course is varied and promotes independence, giving students the chance to pursue particular specialisms in Design.

	Topic
Y10	<p><b><i>The Festival Project -</i></b> Students will be given a design brief and be expected to re-brand a popular music festival. The topic will see students exploring the 6 components of design (line, imagery, composition, colour, typography and tone) and utilising their knowledge to create logos, merchandise and print and social media advertising.</p>
Y11	<p><b><i>Honey Packaging –</i></b> This creative brief asks students to design and make packaging for a brand of Honey. Students will research designers and further develop their illustration and marketing skills.</p>
Exam Unit (40% of overall grade)	<p><b><i>Externally set assignment –</i></b> students will be given an exam paper with a range of themes. They will choose a theme and begin the process of exploring the subject and designers, experimenting with different media and technology, further refining their work and then creating a purposeful response in a final 10 hour exam.</p>