SSMS Technology Curriculum Overview

'ear <mark>5</mark>					
	Autumn	Spring	Summer		
1	Textiles Technology - Basic hand embroidery	Food Technology - Basic skills	Resistant Materials - Basic hand tools		
	sewing skills	Designing basic dishes	Design and manufacture a keyring.		
	Manufacture a cushion.	Sensory analysis	Design and manufacture a notice board.		
		Knife skills -Fruit in the diet			
		Basic cooker skills - eggs in the diet			
		Cooking using the oven			
		Use of basic equipment			
ear	6				
	Autumn	Spring	Summer		
	Textiles Technology - Sewing basic shapes and	Food Technology - Develop basic skills cooking a	Resistant Materials - Use of hand tools and disc		
	developing hand sewing skills.	range of mainly savoury dishes.	sander, and pillar drill.		
	Manufacture a felt glove puppet.	Sensory evaluations.	Manufacture a magic box trick.		
		Develop knife skills.	STEM based group projects.		
		Cooking using the oven and hob.			
3 1	Main Aims: Develop skills using hand tools. Use of	machinery in the kitchen and workshop. Develop an ui	nderstanding of the design process.		
ear	7				
1	Autumn	Spring	Summer		
	Textiles Technology - Machine skills and	Food Technology - Develop the use of the hob,	Resistant Materials - Use of hand tools, develop		
	developing hand sewing skills.	oven and grill.	the use of machinery in the workshop.		
	Design and manufacture a pencil roll.	Awareness of food labelling.	Design and manufacture a wooden trinket box		



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		Understanding different diets. Cooking with meat (or substitute). Different cooking methods (Rubbing in, coating, mixing, boiling, baking).				
Year	Year 8					
	Autumn	Spring	Summer			
1	Textiles Technology - Machine skills and use a range of textiles techniques. (Tie dye, hand embroidery, suffolk puffs, crayon/fabric paint transfer, batik). Design and manufacture a piece of bunting or a fabric book.	Food Technology - Develop the use of the hob, oven and grill. Energy requirements through life. Science of cooking. Cooking with meat. Macro/micro nutrients/ vitamins. Making healthy choices and modifying food. Designing meals for a specific venue/lifestyle. Different cooking methods (Thickening, creaming, shaping, rubbing in, baking).	Resistant Materials - Use of hand tools, develop the use of machinery in the workshop. Anthropometric data/ ergonomics. Design and manufacture a wooden litter grabber with an acrylic jaw.			