



The Ridgeway School & Sixth Form College

...Inspiring Learners For Their Future

'Our shared vision is that our students, colleagues and families will be part of a **FAIR** community.'

We will support our school **Family** to **Achieve** their potential, and **Inspire** students to **Reach** the very best destinations.'



Photography Curriculum Overview

RESPECT | HONESTY | ENDEAVOUR | CREATIVITY | COMMUNITY

Year 7 Design & Technology Curriculum Overview – Subjects taught in rotation over 12 week modules

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 7	Food Basic skills in preparation and cooking: <ul style="list-style-type: none"> - Weighing and measuring - Bridge and claw method - Rubbing in method - Safe use of the knife and oven The Eatwell Guide (nutrients and their sources) Sensory Analysis Recipe modification	Graphics <ul style="list-style-type: none"> • Introduction to colour theory and rendering • Understanding motions theory • Developing skills using craft knife and cutting mats safely to create pop up pages • Understanding how levers and linkages can change direction of movement 	<ul style="list-style-type: none"> • Understanding how 'modelling' can prove and test ideas • Resources and materials Card, cutting mat, craft knives, stationary, computers • Health & Safety Safe use of craft knife and cutting mat via demonstration and student practice • Imaginative project to create and illustrate story via moving book 	Product Design <ul style="list-style-type: none"> • Introduction to tools and equipment Basic hand tools, soldering iron • Health & Safety in the workshop Soldering iron, electronics • Design Target market Hand designs converted onto 2D design • CAD / CAM 2D Design. Laser cutter • Materials Electronic components • Construction 	<ul style="list-style-type: none"> • Evaluation Evaluate final product 	<ul style="list-style-type: none"> • Resources and materials Materials/fabrics, threads, cord • Embellishment Basic hand embroidery stitches with modifications • Design Presentation, use of colour, annotation • Construction Pocket, casing, plain seam • Quality Checks Accuracy: 0.5 cms embroidery stitch length, measurements for casing, seam allowance
					Textiles <ul style="list-style-type: none"> • Introduction to tools and equipment Small equipment, sewing machine, iron • Health & Safety In the workshop, use of sewing machine & iron • Appreciation of designs from a chosen genre Contemporary embroidery 	

Year 8 Design & Technology Curriculum Overview – Subjects taught in rotation over 12 week modules

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 8	<p>Food Development of skills in preparation and cooking:</p> <ul style="list-style-type: none"> - Safe use of the oven - Accuracy and precision - Knife skills (dicing) - Variety of cooking methods <p>Nutrient sources and functions Analysing food packaging (for sugar content) Recipe design and modification</p>	<p>Graphics</p> <ul style="list-style-type: none"> • Logo and trainer graphic designs • Understanding target audiences and how to meet their needs including those with disabilities, cultural identities and ages <p>Knowledge and understanding trainer performance and the importance of ergonomics and anthropometrics incorporated within designs</p>	<p>Resources and materials Stationary, computers, fine liners and examples</p> <p>Brands and logos</p> <p>Brand pull, images and pricing (including designers)</p> <p>Introduction to digitally supported designing</p> <p>CAD/Word drawing tools, Paint</p>	<p>Product Design</p> <ul style="list-style-type: none"> • Introduction to tools and equipment Hand equipment Marking tools Belt sander Disc sander • Health & Safety Recap and reinforce in the workshop • Design Specifications Hand design • CAD / CAM 2D Design to convert image into vectors • Materials Ply wood • Construction Finger joints Lap joint 	<p>Evaluation Final product</p>	<ul style="list-style-type: none"> • Resources and materials Cotton calico fabric, threads, magic touch heat transfer paper • Modelling & embellishment Heat transfer of design, more complex hand embroidery stitches, machine embroidery. • Design ‘In the style of’ Pop Art. Links to Andy Warhol and/or Roy Lichtenstein. Presentation and annotation • Construction Neatened plain seam, facings • Quality checks Links to Pop Art, accuracy and evenness of hand & machine embroidery. 1.5 cms seam allowance, trimmed corners
					<p>Textiles</p> <ul style="list-style-type: none"> • Revisit tools and equipment Small equipment, computerised use of sewing machine, iron, heat press • Health & Safety In the workshop, use of sewing machine, iron & heat press • Colour theory Colour wheel, primary, secondary, complimentary colours • Research – appreciation of designs from a chosen genre Pop Art:- Artists and characteristics 	

Year 9 Design & Technology Curriculum Overview – Subjects taught in rotation

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 9	<p>Food Development of more complex skills in preparation, cooking and presentation:</p> <ul style="list-style-type: none"> - Accuracy and precision - Garnishing - Variety of knife and cooking methods - Complex techniques <p>Food provenance (grains and cereals) Diet analysis Sensory analysis Recipe design and modification</p>	<p>Graphics Introduction to Photoshop Rendering previously in drawn designs digitally with colour Computer Aided Design</p> <p>Existing Playing cards How playing cards have evolved historically</p> <p>Skills workshops linked to designers (Summer Term) Technical drawing, illustration, printed Graphics</p>	<p>Resources Computers with Photoshop, fine liners, Playing cards</p> <p>(Summer term) Water colours, pen and ink, craft knives, cutting mats</p> <p>Health & Safety Reinforce safe use of craft knives and cutting mats</p> <p>Research History timeline of the 'playing card'</p>	<p>Product Design</p> <ul style="list-style-type: none"> • Introduction to tools and equipment • Health & Safety in the workshop • Design • CAD / CAM • Materials • Construction 	<ul style="list-style-type: none"> • Quality checks • Evaluation 	<ul style="list-style-type: none"> • Resources and material Greater range of threads, printing techniques and range of fabrics • Modelling and embellishment Curved stitching, block embroidery, printing, paper pattern making • Design One-line drawings, modifying portraits & photos, repeat patterns • Construction Embroidered stretched canvas portrait. Circular travel bag, with casing • Quality Control Accuracy of curved stitching and block embroidery. Repeat patterns, even casing.
					<p>Textiles</p> <ul style="list-style-type: none"> • Tools and equipment Independent use of equipment • Health and safety In the workshop, use of dyes and printing inks • Research-appreciation of designs from chosen genre Contemporary embroidery - <i>Maurizio Anzeri & Victoria Villasana</i> 	

Sixth Form Photography Curriculum Overview

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 12	<p>Unit 1 Introduction unit: Shadows</p> <ul style="list-style-type: none"> Skills workshops AO3 – recording and observations Exploring Ideas – AO2 experimenting with materials and resources Photoshoots and editing Using a camera, compositions, ISO, shutter speed, lenses 	<p>Unit 1:</p> <ul style="list-style-type: none"> Researching Photographers ITSOs of Photographers AO2 Experimenting with new techniques and processes Photoshop editing/physical editing -xylene, cynotype, acetate 	<p>Unit 1:</p> <ul style="list-style-type: none"> Developing ideas AO1 Developing ideas AO1 - through design, experimenting and recording as ideas progress - Cynotype, Xylene, Acetate 	<p>Component 1. Coursework Project: Personal Investigation</p> <ul style="list-style-type: none"> Recording and observations – AO3 linked to chosen theme Developing ideas AO1 – Photographers’ research, copies and working ‘in the style of’. 	<p>Component 1. Coursework Project.</p> <ul style="list-style-type: none"> Exploring Ideas – AO2 experimenting with materials and resources 	<p>Component 1. Coursework Project.</p> <ul style="list-style-type: none"> Exploring Ideas – AO2 experimenting with materials and resources Developing ideas AO1 - through design and experimentation ITSOs of chosen Photographers linked to theme
Year 13	<p>Component 1. Coursework Project.</p> <ul style="list-style-type: none"> Developing ideas AO1 - through design and experimentation linked to chosen theme 	<p>Component 1. Coursework Project.</p> <ul style="list-style-type: none"> Developing ideas AO1 – into a Final response. <p>Final piece or pieces AO4</p>	<p>Component 2. Exam Unit.</p> <p>Exam paper with starting points issued by exam board.</p> <ul style="list-style-type: none"> Recording and observations – AO3 linked to chosen question Developing ideas AO1 – Photographers’ research, copies and ITSOs 	<p>Component 2. Exam Unit.</p> <ul style="list-style-type: none"> Exploring Ideas – AO2 experimenting with materials and resources Developing ideas AO1 - through design and experimentation 	<p>Component 2. Exam Unit.</p> <p>Final piece or pieces AO4 – 15-hour exam. Dates chosen internally</p>	<p><i>Students have completed the course</i></p>

