Design Technology Curriculum Statements

	Y7	Y8	Y9
Overarching Comment	• Can use tools and equipment from all Design Technology material areas skilfully, safely and with confidence.	• Understands that materials have different characteristics and can describe the techniques required to process them.	• Students can develop their design ideas iteratively and that this can lead to a more refined and commercially viable products.
Food Preparation & Nutrition Curriculum Comments	**'Understanding Food'** • Has an understanding of how to prepare food safely and hygienically. • Can describe what a healthy diet looks like. • Understands the term 'seasonality' and how this affects preparing menus.	**'The choices that we make'** • Demonstrates an understanding of how meat, fish and alternatives can be prepared without cross contamination. • Can understand why people choose a meat free diet and how this impacts on their food choices. • Can describe how meat and poultry meets welfare standards.	**'Street Food'**
Graphic Products Curriculum Comments	**Cereal Box** • Can follow teacher led demonstrations to use a range of Computer Aided Design (CAD) and practical skills to make a successful Graphics product? • Can analyse existing products and take inspiration forward into their own design work. • Can draw an accurate, to scale orthographic projection of a 3D object.	**Architectural Modelling** • Can independently use a range of Graphics Computer Aided Design (CAD) skills to produce a 2D development net ready for Computer Aided Manufacture (CAM) processes. • Can produce a 3D rendered virtual architectural modal. • Can follow teacher led demonstrations and select the correct tools to accurately mark out, cut and assemble a Graphics product.	**Music Festival** • Can follow teacher led demonstrations and video tutorials to use a range of navigation, drawing, typography and tracing tools on industry standard Computer Aided Design (CAD) software. • Can create an original and creative corporate identity for a given design brief and ensure it follows principles of layout design. • Can independently and safely use a range of Graphics tools and materials to produce a commercially viable and functional Graphics product.
Product Design Curriculum Comments	**Sweet Machine (Commercial Design)** • Can follow teacher led demonstrations to accurately mark out, drill and glue together a pre manufactured kit of parts. • Understands that products need to be both functional and aesthetically pleasing in order to be commercially	**Pewter Casting (One-off Production)** • Can combine practical making skills and modern digital design and manufacturing. • Can use CAD software to convert bitmap files into vector files and can prepare an image ready for manufacturing with CAM.	**Test Tube Holder (Iterative Design)** • Understands the need to identify a primary user and how to consider their needs and wants. • Should demonstrate an ability to produce non fixated models to explore the suitability of designs which are refined continually before arriving at a final design solution.