



KEY STAGE 3 – YEAR 7 – DESIGN & TECHNOLOGY

CURRICULUM MAP

| Autumn Term | | Spring Term | | Summer Term | |
|---|---|--|--|--|---|
| Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| Key Themes/Concepts | Key Themes/Concepts | Key Themes/Concepts | Key Themes/Concepts | Key Themes/Concepts | Key Themes/Concepts |
| <u>Baseline assessment-</u> Biscuit package challenge. The design cycles. 2D & 3D drawing. Problem solving. | <u>Food unit -</u> Hygiene and safety in cooking. Healthy eating. Learning how to cook. | <u>Electronics-</u> Flashing lights. Components. Fundamentals of circuit design. Units and resistance. | <u>Graphic design.-</u> Magazine and keyring. 2D design. | <u>Materials and making –</u> Soma Cube Timbers Tools and machine safety Techniques and skills | <u>Materials and making –</u> Soma Cube Material finishes Accuracy and tolerance Nets and packaging |
| Assessment | Assessment | Assessment | Assessment | Assessment | Assessment |
| Structures and forces Making packaging from nets Idea generation Testing and evaluation | Understanding of the models of healthy eating such as the Eatwell plate. 3 practical cooking sessions. | Component understanding Systems model Making circuits | Research techniques Typography Image manipulation with CAD (Computer Aided Design) | Timber properties and uses Understanding measuring and marking timber materials | Hazards, risks, safety Understanding hand tools and their safe use Skill competency |