

KEY STAGE 3 – YEAR 8 – 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>Timbers-</u>	Food unit -	Batch production-	Graphic design	Materials and making –	Materials and making –
Maze	Hygiene and safety in cooking.	Chocolate moulding	Mug.	20 th Century designer Clock	20 th Century designer Clock
Traditional jointing. 2D & 3D drawing.	Healthy eating. Learning how to cook.	Vacuum forming Wrapper designs.	Photoshop. Ceramics	Plastics Tools and machine safety Techniques and skills	Material finishes
Assessment	Assessment	Assessment	Assessment	Assessment	Assessment
Following plans and drawings when making Marking and cutting lap, halving and mitre joints Idea generation for mazes Finishing methods in timber	Understanding of The rubbing-in method can be used for a range of dishes, including fruit crumbles, scones, and pastry. 3 practical cooking sessions. Understand the use of a wider range of cooking equipment.	Pattern making Scales of production Making a realistic chocolate bar prototype.	Enterprise Packaging design Image manipulation with CAD (Computer Aided Design)	Plastics properties and uses Understanding measuring and marking and cutting plastic materials Demonstrate a capability to adapt 20 th century design into contemporary products	Hazards, risks, safety Understanding hand tools and their safe use Skill competency