



KEY STAGE 3 – YEAR 9 – 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>Electronics-</u> PIC Programmable technology. Systems model Flowcharting	<u>Food unit -</u> Hygiene and safety in cooking. Healthy eating. Learning how to cook.	<u>Materials and making –</u> Memphis Orthographic drawing 3D modelling	<u>Materials and making –</u> Memphis Ergonomics scale Postmodernism	<u>Materials and making –</u> Automata 3D CAD Mechanisms Techniques and skills	<u>Materials and making –</u> Automata Tools and machine safety
Assessment	Assessment	Assessment	Assessment	Assessment	Assessment
Learn how open and closed loop systems work. Create ideas for simple circuits that combine components to form inputs and outputs. Recognise feedback in automatic systems such as central heating or alarm systems.	Understanding of dishes that use raw meat and they must be handled and prepared hygienically. 3 practical cooking sessions. Understand the use of a wider range of cooking equipment.	Understand 3 rd angle orthographic drawing and capable of presenting drawings with this technique. Demonstrate an iterative approach to developing testing and refining creative ideas	Draw ideas to scale e.g., furniture to a 1:5 ratio Understand the characteristics of post modernism e.g., form over function	Timber properties and uses Understanding mechanical systems such as cams Demonstrate a capability to work from dimensioned working drawings	Hazards, risks, safety Understanding hand tools and their safe use Skill competency