

Year 7

	week 1	week 2	week 3	week 4	week 5	week 6	week 7	week 8	week 9	week 10
Food and Nutrition Bronze level chef de partie	Food Hygiene & Safety / Weigh & Measure	Knif Skills & Smoothie Sensory Analysis	Food Allergens & Intolerances / Pizza Wheels	Food Nutrition / Egg Fried Rice	Fast food v Homemade / Chicken Nuggets	Food Miles & Seasonality	Design Brief - seasonality	Planning - Time plan	Making - Seasonality Scones	Evaluation - Seasonality Scones
Resistant Materials Man Vs Machine	Investigating and Identifying - Product analysis	Design brief & specification - Specification	Generating design ideas - Keyring	Planning for manufacture - Keyring	Realising - Keyring	Evaluating - Keyring	Generating design ideas - Maze	Design development - Prototyping 2D work	Realising - Making Maze	Evaluating - Maze
Graphics How to make a card dance	Design brief & specification - Design brief	Investigating and Identifying - Product analysis	Design brief & specification - Product specification	Generating design ideas - Mood board	Generating design ideas - Creative text	Design Development - Final design	Design development - Prototyping	Realising - Making card	Realising - Making card	Evaluating - Card
Digital Technology How do we talk to machines?	Investigating & identifying - 2D design certificate	Generating design ideas - 2D ruler design	Evaluating - Rule	Investigating & identifying - Sketch up certificate	Generating design ideas - Sketch up	investigating & Identifying - Computational thinking	Generating design ideas - Paper Aeroplanes	Generating - Scratch	Design development - Micro bit introduction	Realising - Microbit operation

Year 10

	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Design & Tecnology	Corner box project Theory Knowledge: 1.Informing design 2.Investigating resources 3.Communication of design	Corner Box Project. Theory Knowledge 4.Design strategies 5. Selecting Materials 6.Tools equipment & Techniques	Cracket Project. Theory Knowledge: 7. Industry & Enterprise. 8.Sustainability and the environment. 9. People Culture & systems	Cracket Project Theory Knowledge: 10.Production techniques. 11.Energy Generation. 12. Energy storage. 13.Tolerance	NEA Preparation Theory Knowledge: 14.Modern Materials. 15. Smart Materials. Composite Materials.	NEA Inverstigation. Theory Knowledge: 18.Mechanical devises. 19.Materials Management
Food Preparation & Nitrition	Skill 1-6: Variety of practicals linking to the following theory: Food safety, nutrional needs, traditional & cultural cuisines, food preovenance and food chocie.	Skill 7-12: Variety of practicals linking to the following theory: Fod choice, food science, nutritional needs, traditional cuisines	Mock NEA 2: Design Task choice & Research	MOCK NEA 2: Testing Practical Skills Practical & Evaluations	MOCK NEA 2: Final Menu Planning & Time Plan	MOCK NEA 2: Final Menu Practcal & Evaluation

Year 8

	week 1	week 2	week 3	week 4	week 5	week 6	week 7	week 8	week 9	week 10
Food and Nutrition Silver level Executive Chief	Health & Safety, Knife Skills / Stir Fry	Healthy Diets	Nutritional Needs of diffeerent Lifestages	Nutritional Needs Practical	Design Brief - Fakeaway Project	Research - Fakeaway - Sauce Making Methods	Planning - Adapting a recipe	Planning - Time Plan	Making - Adapted Fakeaway curry	Evaluate - Fakeaway Curry
Resistant Materials What's the best part of a picture?	Investigating & identifying - Product analysis	Design brief & specification - Specification	Generating design ideas - Initial ideas	Developing design ideas - Planning for manufacture	Realising - Manufacturing the frame	Realising - Manufacturing the frame	Realising - Manufacturing and finishing skills.	Generating design ideas - Designing pewter casting	Design development - Planning for manufacture of pewter casting	Evaluating - Evaluation of frame.
Graphics Why do we need to design packaging?	Investigating & identifying - Design brief & Mood board	Investigating & identifying - Product analysis	Design brief & specification - Product specification	Generating design ideas - Creative text	Generating design ideas - Characture design	Realising - Final charature design idea	Generating design ideas - packaging ideas	Realising - Packaging design	Realising - 2D packaging	Evaluation - Characture & package evaluation

Engineering How do we make hanging around look good?	Technical knowledge - Engineering & tools and their uses	Investigating & identifying - Product analysis & what is CAD CAM	Design brief & specification - Product specification	Generating design ideas - Initial ideas	Generating design ideas - Sketch up design	Design development - Planning for manufacture	Realising - Hook	Realising - Hook	Realising - Back plate	Evaluating - Evaluation of hook.
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Year 11

	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Design & Technology	NEA - Investigating . Generating & developing design ideas.	NEA - Develop , Realisation of design	NEA - Develop , Realisation of design	Revision of Core Technical Principals	Revision of Specialist Technical Principals	Year 11 Leave usually during this time
Food Preparation & Nutrition	NEA2: Introduction & Research, Testing Practcial Skills	Final Menu Choice, Timeplan & Final Making - 3 hour block practical exam	Final Making Evaluation / Revision Section 1: ood, Nutrntion & Health	Revision: Section 2: Food Science / Section 3: Food Safety	Revision Section 4: Food Choice / Section 5 Food Provenance	Year 11 Leave usually during this time

KS4 NC AIMS		
Core Technical Principals	Specialist Technical Principals	Design & Make Principals
KS4 NC AIMS		
Nutrition	Food (food provenance & food choice)	Cooking & Preparation (scientific principles, preparation and cooking techniques)

Year 9

	week 1	week 2	week 3	week 4	week 5	week 6	week 7	week 8	week 9	week 10
Food and Nutrition Gold Level – working towards GCSE	S1: General Practical Skills – Spaghetti Bolognese: nutritional needs, traditional cuisines	S2: Knife skills – Portioning a chicken: food provenance, food safety	S3: Preparing Fruit & Vegetables – Mini roast chicken dinner: nutritional needs, seasonality, food provenance	S4: Use of the cooker – Chicken Skewers: nutritional needs, food safety	S5: Use of equipment – Ravioli Pasta: traditional cuisines	S6: Cooking Methods – Dim Sum: Traditional cuisines	S7: Prepare, shape & combine – Swiss roll: traditional cuisines, food choice	S8: Sauce Making – Chips and Mayonnaise: food science, food choice	S9: Tenderise & Marinade – Teriyaki Chicken: traditional cuisines	S10: Dough – Savoury Roly Poly Bread: nutritional needs
Resistant Materials How can mechanism give us a reward?	Investigating & analysing - Client profile	Investigating & analysing - Design specification	Generating design ideas - Sketch up	Generating design ideas - Annotaions	Developing design - 2D design work	Developing design - prototyping	Realising - Laser cutter	Realising - Assembling product	Realising - Product Base	Evaluation - Evaluation of the gumball dispencer
Graphics How can we make materials talk?	Investigating & identifying - Product analysis	Generating design ideas - Sketch up	Generating design ideas - Annotaions	Developing design - 2D design development	Developing design - prototyping	Realising - Electronics	Realising - Electronics	Realising - Product case	Realising - Product case	Evaluation - Evaluation of the Speaker
Food and Nutrition Cultural Cuisines	Design Breif & Research	Research - Chosen country	Religion & Food Choice of chosen country	DIRT - Acting upon teacher feedback	Recipe Choice & Shopping List	Time Plan - chosen multi cultural dish	Make -Practice Quessadillas Practical	Make - Final product chosen and ordered	Evaluate multicultural dish	DIRT - Acting upon teacher feedback

KS3 Key

Design	Make	Evaluate	Technical Knowledge	Nutrition and health	Cook a repertoire of predominantly savoury dishes	Cooking techniques	Source, seasonality and characteristics
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