



Year 7 Design and Technology Curriculum

	Food	Graphics	Ambition
Topic	Nutrition and baking	Fonts and typography	Successful chefs and designers
Knowledge Covered	<ul style="list-style-type: none"> • The Eatwell guide • Basic preparation, making and presenting skills • Health, safety and hygiene in a food room • Types of measurement 	<ul style="list-style-type: none"> • Colour theory • Types of fonts and typography • 2D and 3D technical drawing • Designer research • How to work on a brief 	<ul style="list-style-type: none"> • Michelin stars • Signature dishes • High level skills • Careers available
Online Resources	BBC bitesize GCSE pod Technology student		



Year 8 Design and Technology Curriculum

	Food	Graphics	Ambition
Topic	Nutrition and cooking	Street art and graphic illustration	Successful chefs and designers
Knowledge Covered	<ul style="list-style-type: none"> • Nutrients and what they do • Medium level preparation, making and presenting skills • Health, safety and hygiene in a food room • Standard components and their uses 	<ul style="list-style-type: none"> • Colour theory • Street art and graffiti styles • 2D and 3D technical drawing • Designer research • How to work on a brief 	<ul style="list-style-type: none"> • Michelin stars • Signature dishes • How dishes are made • High level skills • Careers available • Environmental aspects of design • What influences design
Online Resources	<ul style="list-style-type: none"> • BBC bitesize • GCSE pod • Technology student 		



Year 9 Design and Technology Curriculum

	Food	Graphics	Materials
Topic	Nutrition and the environment	Links between architecture and graphic design	Materials, functions and the future
Knowledge Covered	<ul style="list-style-type: none"> • High level preparation, making and presentation skills • Health, safety and hygiene in a kitchen • Meat safety and temperatures • Where we source food from and the impact on the environment 	<ul style="list-style-type: none"> • Rendering • Isometric drawing • Designer research • Colour theory and schemes • Logos • 2D and 3D technical drawing • How to work on a brief and produce own pitch 	<ul style="list-style-type: none"> • Materials and how they can be manipulated to solve real life problems • Materials, composites and the real world • Material modelling
Online Resources	<ul style="list-style-type: none"> • BBC bitesize • GCSE pod • Technology student 		