Y7

Rotation 1:
Product Technology -
Big makes: Game

Product, Textiles & Food are studied on a rotation in KS3, students will study them in different orders throughout the year, these are the different projects they will work on:

Rotation 2:
Textiles Technology -
Big makes: Pencil wrap

Rotation 3:
Food Technology - Big makes: Pizza toast, Quesadilla, Caribbean muffins, stir fry, Vegetable curry

Y8

Rotation 1: Product Technology -
Big makes: Lamp

Rotation 2: Textiles Technology -
Big makes: Bucket Hat

Year 7 Technology Main foci:
Materials and their properties

Product Technology - Key knowledge: Evaluation, Isometric drawing, Source and origins of timber, Wood joints, Surface finishes of wood - Half lap joint, Use of tools : Tenon saw, , Try square, steel rule, Rasp, Pin hammer

Textiles Technology - Key knowledge: Safety, Geometry, Pattern, Refining designs, Surface treatments, Component parts, threading up sewing machine, seam allowance, Evaluation

Food Technology - Key knowledge: Evaluation, Nutrients, Eatwell guide, Use of equipment, Hygiene and safety, danger zone

Year 8 Technology Main foci: Sustainability

Product Technology - Key knowledge: Perspective drawing, Analysis, Electronic circuits, working with polymers, Laser cutting, CAD - TechSoft, Use of tools: Coping saw

Textiles Technology - Key knowledge: Product analysis, Anthropometrics, Reducing waste, Photochromic ink, Reverse stitching, Accuracy, Lining, Edging

Food Technology - Key knowledge: Sensory analysis, Bacteria & Illnesses, food miles, seasonality, Raising agents

Y9

Rotation 3: Food Technology - Big makes: crumble, bread, fruit tart, pastry topped pie

Rotation 1: Product Technology -
Big makes: Storage solution

Rotation 2: Textiles Technology -
Big makes: Wash bag

Rotation 3: Food Technology - Big makes: Jalousie, Lemon drizzle cake, Pizza pin wheel, Fresh pasta, Ragu, Vegan chocolate brownie

KS4

Year 9 Technology Main Foci : Manufacturing

Product Technology - Key knowledge: Orthographic drawing

Textiles Technology - Key knowledge: Photography, designing from a source, Repeat patterns, Swiss repeat, Fabric printing, cutting patterns, inserting a Zip, Boxed corners, Design brief

Food Technology - Key knowledge: Micro-organisms and enzymes, Risk assessments, Roles within the hospitality industry, Food labelling, Costing, time plans, plating dishes.

Skills Development across the Technology curriculum, learners develop:

- Creativity & Innovation – generating original ideas & solutions.
- Practical Skills – in design, construction, textiles, cookery, and CAD technologies.
- Problem Solving & Resilience – approaching challenges with confidence and persistence.
- Research, Planning & Evaluation – analysing and prioritising information to make informed choices.
- Teamwork, Communication & Empathy – collaborating and respecting diverse perspectives.
- Entrepreneurial & Technical Skills – understanding markets, products, and the role of innovation in society.
- Nutritional, Cultural & Sustainable Understanding – making healthy, ethical, and environmentally aware choices in food, textiles, and product design.