KEY STAGE 2

Some pupils will have undertaken creative and practical activities developing their knowledge, understanding and skills of the iterative design process. Their knowledge will be re assessed through baseline testing in 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 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 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.



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



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



Rotation 2: Textiles

Big makes: Bucket Hat

Technology -

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.

Assessment

All project work is marked holistically, and students are given feedback through whole class sheets as a mid-project and end of project. Office forms will be used to monitor learners' understanding of the theoretical aspects of the course. This will be set as a home learning activity. A summative mark is also given against specific assessment criteria. Lesson by lesson, students are given verbal feedback on progress.

