### **Design and Technology KS3 Curriculum Overview**

Year:	Textiles	3D Design	Food Prep and Nutrition	Design Module	Health and Social Care
7	Anron project	Torch project		Coffice Cupor	Care
<b>'</b>	Apron project	Torch project	Healthy Eating	Softies - Super	
	Key Concepts -	Key Concepts -	Key Concepts -	heroes -	
	Health and Safety,	Health and Safety,	Health and safety	Key Concepts -	
	Research, Designing,	Research, Designing,	Personal hygiene	Health and Safety,	
	Making and	Making and	Food safety	Researching,	
	Evaluating, synthetic	Evaluating, plastics,	Knife skills	Designing, Making	
	fabrics, printing.	woods, electronic	Eatwell guideline	and Evaluating,	
		components	Nutrients	sewing techniques	
	Key Skills -		Labelling	and fabrics.	
	Measuring,	Key Skills -	Sensory analysis		
	rendering,	Assembling	Seasonal foods	Key Skills -	
	researching,	Measuring, shaping,		Rendering, designing	
	designing using a	Cutting, Filing and	Key Skills -	from a brief, shaping,	
	theme.	Finishing.	Identifying hazards	sewing and	
			Using the hob, grill	decorative	
			and oven safely	techniques.	
			Weighing and		
			measuring.		
			Proving, kneading		
			Demonstrating knife		
			skills: Claw grip,		
			bridge hold		

Art  Key Co  Health  Resear  Makin	T FValuating Wood	ing Healthy eating  Mutritional labelling	Cup Cake—  Packaging and graphical design  Key Concepts - Health and Safety,	
Making Evaluated fabrics graffition in the second fabrics f	Evaluating, wood metals and plasti is art style.  Key Skills - Key Skills - Technology wood metals and plasti	s, Food science – cs coagulation Cooking methods lical Knife skills Special diets Food science: Raising agents tri agents Lion, Product analysis Emulsification	•	

			Demonstrating knife	
			skills; Claw grip,	
			bridge hold, dicing,	
			slicing.	
			Weighing measuring	
			Packaging design.	
			Preparing/ handling	
			raw foods	
			Coating	
			Thickening sauces	
			Designing a meal for	
			a target group.	
			Evaluating	
9	Egyptian - Cap/Hat	Pewter Casting	Lvaraating	The Simpsons –
	design	Key Concepts -	Key Concepts -	Human Lifespan
	uesign	Health and Safety,	Bake off brief	naman Encapan
	Key Concepts -	Research, designing	Sensory evaluation	Key Concepts – Life
	Health and Safety,	in 3D, Making and	Creating a time plan	stages, PIES
	Research, Designing,	Evaluating, woods,	Food choice	development
	Making and	metals and plastics		(physical,
	Evaluating, natural	·		intellectual,
	fabrics, printing,	Key Skills - Technical	Key Skills -	emotional and
	embellishment.	drawings, mould	Measuring and	social), factors that
		manufacture, coping	weighing	affect development.
		saw, tenon saw, tri	Designing	
	Key Skills -	square, file selection,	Shaping, moulding	

Measuring, sewing	finishing, casting,	Creating and	Key Skills –
machines (including	drilling, hack saw,	following a time	Explaining,
the use of CAD),	polishing.	plan.	identifying,
construction,			analysing,
printing, rendering,			rationalising,
designing using a			justifying,
theme.			understanding.