

## Year 7 Design and Technology Curriculum Map

*(Please note that lower school Design and Technology lessons are taught in a termly rotation)*

	Project	What will I learn?
<b>Term 1</b>	<b>Product Design – Board Game</b>	<ul style="list-style-type: none"> <li>• Introduction to CAD/CAM</li> <li>• Product analysis of games, looking at key aspects for example Target Audience, Function, Safety and Materials</li> <li>• How to write a specification for a new product</li> <li>• How to design a product that is suitable for a specific Target Audience</li> <li>• How to evaluate designs considering 3<sup>rd</sup> party opinion</li> <li>• Introduction to Illustrator</li> <li>• The importance of packaging to products and signs and symbols used to inform customers</li> <li>• How to plan a practical product in order to meet deadlines</li> <li>• Key words relating to the topic.</li> </ul>
<b>Term 2</b>	<b>Food Technology – Packed Lunches</b>	<ul style="list-style-type: none"> <li>• Health and safety in the kitchen.</li> <li>• Basic Food Hygiene</li> <li>• Identifying risks</li> <li>• Using a cooker – hob, oven and grill</li> <li>• Weighing and measuring food</li> <li>• Storing food properly</li> <li>• Eatwell guide</li> <li>• Functions of nutrients</li> <li>• Impacts of a poor diet</li> <li>• Preparing fruit – claw and bridge hold (fruit fusion)</li> <li>• Using the hob, grating, preparing salad. (layered pasta salad)</li> <li>• Preparing fruit, rubbing in method, using the oven (apple crumble)</li> <li>• Rubbing in method, checking eggs are safe, using the oven ( rock cakes)</li> <li>• Rubbing in method, grating, glazing, using the oven (cheesy scones)</li> <li>• Creaming method, using the oven (mini fruit cakes)</li> <li>• Completing 2 cooking processes, using the hob (Italian pasta bake)</li> <li>• Designing product for lunch box</li> <li>• Packaging – what is it used for? Information included?</li> <li>• Keywords</li> </ul>
<b>Term 3</b>	<b>Product Design – Children’s Toy</b>	<ul style="list-style-type: none"> <li>• Health and safety in the workshop</li> <li>• Introduction to hand tools (saws, files)</li> <li>• Introduction to machines in the workshop (Pillar drill)</li> <li>• Different types of mechanisms and movement</li> <li>• Balancing Forces (Mathematics)</li> <li>• Product analysis of children’s toys</li> <li>• Materials (differences between types of woods)</li> <li>• Use different measurements to measure and weigh according to the product.</li> <li>• How to write a specification for a children’s toy</li> <li>• How to design and annotate ideas effectively to communicate ideas to others</li> <li>• How to create a model in order to test an idea</li> <li>• How to cut and shape material (MDF) using hand tools to manufacture a child’s toy</li> <li>• How to effectively plan practical stages using a flow chart with some consideration of Quality Control</li> <li>• How to evaluate a product against the specification in order to suggest future improvements.</li> </ul>