

Year 9 Design and Technology – Outline Programme of Study

Taught on a Carousel System with different start points for different classes. All students will have covered three topics by the end of the academic year.

	Food	Textiles	Product Design	Engineering	Graphics
Big ideas/ topics	The need to make appropriate choices when selecting foods for peoples' individual needs. The importance of good hydration Global food traditions Develop food preparation and cooking techniques including food presentation. The morals and ethics surrounding food production and consumption.	Explore and experiment with embroidery in order to develop designs. Plan production of hat using a flow diagram. Make a hat by joining the	environmental impact. Manufacturing flow diagram. Learning to construct wood joints by producing box using off cuts of hardwood and softwood, a laser cut shape and vacuum formed insert for the box. Evaluation of design ideas.	improving the properties of	Ethical production and designer responsibilities. Explore typography Types of paper and card Use of Nets. Produce prototype packaging using card, paper and nets.
Key Knowledge	Diet through life stages & Teenage Diets Making Vegetable Risotto Vegetarian & Medical Diets Religious Diets Making Cheesecake Street Food Packaging Making Empanadas Hydration & Energy Drinks Animal Care RSPCA & Egg Production Making Lasagne Fair Trade Using Yeast	Textiles and their solutions. Sustainable producer research, Bangbangcrash. Music festival and Bucket hat research. Design Specification Mood board Initial Ideas Embroidery Final Design Working Drawings How to use Paper Templates Making a bucket hat Flow diagram Natural and Manmade fibres Evaluation.	Materials Research & Task Analysis Client Profile & Client Survey Design Specification Wood Joints Initial Ideas of box x 2 Modelling of wood Joints & further development of the lid Isometric Drawings & Final Design Manufacturing Specification Cutting List & Making of the Box Materials (Metals) & Pewter Casting Designs on 2D Design	Materials Inclusive Design Ergonomics & Anthropometrics Design Specification Engineering tools & equipment Skills task Manufacturing Plan Drawing Techniques	Designer Responsibilities Resea rch Task Analysis Client Profile & Client Survey Existing Packaging Analysis Papers and Board Design Specification Introduction to Typography, Fonts Challenge Nets Introduction to Isometric Drawing Initial Ideas Modelling with existing nets Final Design Making: Model of Final Design Volumes & Areas Evaluation

Further information and reading list

Explorer Activities

- Watch any of the **How Its Made** series on You Tube
- Watch Inside The Factory on BBC
- STEM Design and Technology resources for home learning;

https://www.stem.org.uk/secondary/resources/collections/home-learning-support/d-and-t-resources

• Pinterest 34 Teaching Ideas D&T & STEM:

https://www.pinterest.co.uk/rachelhaddell/teaching-ideas-dt/

• BBC Good Food, A guide to cookery skills by age

https://www.bbcgoodfood.com/howto/guide/guide-cookery-skills-age

• British Nutrition Foundation

https://www.nutrition.org.uk/healthy-sustainable-diets/

- Technology Student.com; <u>https://www.technologystudent.com/</u>
- You Tube has many useful videos, just search topics.

Books

- You Can Draw Tom Gates with Liz Pichon
- Cooking Step By Step: More than 50 Delicious Recipes for Young Cooks



INGDON UNITY COLORGE 100 Things to Know About Inventions - In a Nutshell by Clive Gifford

100 Things to Know About Architecture - In a Nutshell by Louise O'Brien

Ways to support and extend student learning in this subject

Support for pupils

All of our KS3 work booklets are well scaffolded with tables, cloze sentences, visual aids, questions to help focus analysis etc. This is very helpful for SEN students especially those who struggle to organise their thoughts and it also helps all students to work independently. This means that it is possible to catch up on missed work at home using the online booklet and lesson Power Points on Google Classroom. You can refer to these to help your child with their homework or if they are absent from school or prior to a lesson to give them a head start.

Encourage your child to come to D&T after school clubs to build on their practical skills.

Stretch and Challenge Pupils.

Pupils are encouraged to challenge themselves by both answering super questions when they have completed their work and ensuring they have fully completed the "Challenge Yourself" sections in their work books. They can have a go at this online if they do not manage to get it done in class.

Learn key words: use the glossary at the back of your booklets, (copy on Google Classroom) to identify key words that cannot not yet be recalled or spelt correctly. Create flashcards and complete regular quizzing at home.