

Curriculum Overview

Subject: Design & Technology,
Food Preparation & Nutrition

Year Group: 9



Skills are built upon and developed in Year 9. All projects develop a range of design and practical skills in all areas and build on prior knowledge from their primary and Year 7 and 8 education. All projects for Design Technology and Food Preparation and Nutrition are based on the National Curriculum requirements to ensure students receive a balanced and broad curriculum within the subject area across Year 7 to 9.

Students complete two projects in DT: Sustainability outdoor furniture and CAD / Casting. This is two lessons over a fortnight. 1 lesson a fortnight is FPN.

Practical Dishes: Teriyaki Chicken and Rice | Beef Chowmein | Cheese and Onion Slices | Burgers and Wedges | Falafel Pittas | Practical Assessment | Mexican Shredded Chicken Wrap | Team Challenge | Practical Assessment (Culture Based) | Cottage Pie

Skill Focus: Handling High Risk Foods | Boiling | Knife skills | Sauce Making | Shortcrust Pastry | Mashing | Binding | Seasoning | Frying | Shredding | Reduction Sauce

TERM 1	TERM 2	TERM 3
<p>KNOWLEDGE/SKILLS</p> <p>Food Preparation and Nutrition: A wide range of food practical skills: marinading, boiling, knife skills, pastry making, mashing, glazing. All theoretical content is food science based looking at functional and chemical properties of: protein – denaturation, coagulation and foams carbohydrates: gelatinisation and caramelisation fats: plasticity, shortening</p> <p>Design Technology: Health and safety, research methods, writing a specification, iterative design, Modelling for design, testing methods, planning, six r's, renewable energy..</p>	<p>KNOWLEDGE/SKILLS</p> <p>Food Preparation and Nutrition: A wide range of Food practical skills: burgers and wedges, falafel pittas and a practical assessment. Focus on skills binding, seasoning, knife skills, ability to recall skills from KS3 in a practical assessment. Theory content is a topic test on food science from term 1. Develop an understanding of the influence marketing and packaging has on food choice and looking at the impact of poor diet and diet-related diseases.</p> <p>Design Technology: Health and safety, designer responsibility, carbon footprint, designer research, manufacture of a prototype, finishes to materials. CAD casting, research designing through ideas and scamper, isometric drawing,</p>	<p>KNOWLEDGE/SKILLS</p> <p>Food Preparation and Nutrition: A wide range of food practical skills: Mexican shredded chicken wrap, team challenges, cultural practical assessment and cottage pie. Skill focus analyses knife skills (complex), organisation in a team, ability to create a dish for specific cultures which are allocated. Theory content recalls and builds upon macronutrients, religion and culture.</p> <p>Design Technology: Health and safety, harvesting, deforestation and mining, ergonomic and anthropometric, manufacturing and casting with pewter, tolerances, numeracy in DT, finishing metal pewter, scamper.</p>

	jigs and formers, Using CAD, understanding CAM, Google sketch up.	
KEY ASSESSMENTS	KEY ASSESSMENTS	KEY ASSESSMENTS
Half term2: End of term assessment	Half term 2: Module Specific Design and Technology test	Half term 2: End of year assessment
<p>Extended reading suggestions and external resources:</p> <p>www.technologystudent.com</p> <p>Eatwell guidelines – government website</p> <p>The Eatwell Guide - NHS</p> <p>Food & Nutrition</p> <p>BBC bitesize</p> <p>Relevant research and reading for the completion of terms homework.</p>		