Curriculum Overview

Subject: Design & Technology, Food Preparation & Nutrition

Year Group: 7

CHASE HIGH SCHOOL
AMBITION - RESILIENCE - KINDNESS

In year 7, students complete one lesson per fortnight in Food, Preparation and Nutrition and two lessons per fortnight in Design and Technology

In Food, Preparation and Nutrition, students are introduced to the importance of nutrition and its impact on the body, they learn practical skills and gain confidence in the use of kitchen equipment. Dishes created include: Pizza Wraps | Chicken Goujons | Penne Arrabiata | Sausage Rolls | Macaroni Cheese | Fajitas | Practical Assessment | Vegetable Stir Fry | Cheese Scones
Skill Focus: Knife Skills | Reduction Sauces | Shortcrust Pastry Making | Roux Sauces | Rubbing Technique | Baking | Frying | Boiling

In Design and Technology students complete three projects: - polymer phone holder, wooden box with acrylic lid and a polymer door sign. Students are taught the theory of materials and their origins and how to correctly and safely use a range of hand tools.

TERM 1	**TERM 2**	**TERM 3**
KNOWLEDGE/SKILLS **Food Preparation and Nutrition:** A wide range of food practical skills and theory content: Eatwell guide and dietary guidelines, understanding of sensory analysis, nutritional content, reduction sauces, binding, developing knowledge on macronutrients (protein, fats and carbohydrates) knife skills. Practical dishes include: Pizza wraps and chicken goujons.	KNOWLEDGE/SKILLS **Food Preparation and Nutrition:** A wide range of food practical skills such as reduction sauces, shortcrust pastry making, roux sauces and knife skills. Practical dishes include penne arrabiata, sausage rolls, macaroni cheese and fajitas. Theoretical content: Food safety, cross contamination.	KNOWLEDGE/SKILLS **Food Preparation and Nutrition:** A wide range of food practical skills such as sauce making, knife skills, frying, boiling, baking, and a practical assessment where students showcase skills learnt throughout the year.
Design and Technology: Students complete all 3 projects across the year on a carousel **Project 1:** Polymer phone holder Health and safety, polymers, sources and types, product analysis, designing from research, polymer tools, strip heater, planning, how to make a plastic phone holder, evaluation skills. **Project 2:** Wooden box with acrylic lid Health and safety, timbers sources, types and characteristics, product analysis, designing and developing ideas, using tools and equipment for timber, how to make a wooden box with a plastic lid, finishing timbers, evaluation skills. **Project 3:** Polymer door sign Health and safety, target market analysis, writing a specification, Use of CAD, CAM (TechSoft 2D Design and laser cutter) to manufacture a product, learning about positive and negatives of CAD, CAM, robotics and automation within industry.		
KEY ASSESSMENTS	**KEY ASSESSMENTS**	**KEY ASSESSMENTS**

Half term 2: End of term assessment	Half term 2: Module Specific Design and Technology test	Half term 2: End of year assessment

Extended reading suggestions and external resources:

YouTube: BBC Teach: Design and Technology for 11-14s
https://www.youtube.com/watch?v=NOj98iWOcgQ&list=PLcvEcrsF_9zIxoGGU59CjuZHciPl9uvGm
Eatwell guidelines – government website
The Eatwell Guide - NHS
Food & Nutrition
BBC bitesize
Relevant research and reading for the completion of terms homework.

Curriculum Overview

Subject: Design & Technology, Food Preparation & Nutrition

Year Group: 8

CHASE HIGH SCHOOL
AMBITION - RESILIENCE - KINDNESS

In year 8, all projects develop a range of design and practical skills and build on prior knowledge from their primary and Year 7 education. All projects for Design Technology and Food Preparation and Nutrition (FPN) are based on the National Curriculum requirements to ensure students receive a balanced and broad curriculum within the subject area.

In FPN the practical dishes created are: Cheeseburger Style pasta | Creamy Garlic Tagliatelle | Chicken Stir Fry | Practical Assessment X2 | Enchiladas | Calzone | Chili Con Carne | Savoury Muffins | Vegetable Pot Pie

Skill Focus: Knife Skills (embedded every lesson) | Reduction Sauce | Roux Sauce | Handling High Risk Foods | Bread Making | Boiling | Frying | Roasting | Glazing

In DT students complete three projects across the year: Textiles phone case, metal key holder and electronic night light.

TERM 1	**TERM 2**	**TERM 3**
KNOWLEDGE/SKILLS **Food Preparation and Nutrition:** A wide range of food practical skills with cheeseburger style pasta, creamy garlic tagliatelle and a chicken stir fry. Skills cover: Boiling, knife skills, reduction sauces, roux sauces, frying and high-risk food handling. Theoretical content: Breakdown of carbohydrates, menu planning, dextrinization, calcium, iron, fluoride, sodium, iodine, phosphorus, complementary interactions, protein alternatives and effects of deficiencies and excess of protein.	KNOWLEDGE/SKILLS **Food Preparation and Nutrition:** Food practical dishes include a practical assessment, enchiladas and calzone. Skills: Reduction sauces, knife skills, bread making. Theoretical content: The nutrient fat, the impact food has on the environment, the needs of different life stages, and the nutrients needed to support them.	KNOWLEDGE/SKILLS **Food Preparation and Nutrition:** Practical dishes include chilli-non-carne focused on vegetarian dishes, savoury muffins with a focus on healthier snack alternative and a vegetable pot pie. Theoretical content: Food safety - looking at storage areas, temperatures and personal hygiene.
Design and Technology: Students complete all 3 projects across the year on a carousel **Project 1:** Textiles phone case Health and safety, textiles and their properties, origins and uses. Understanding the influences of designers. How to make a wallet from a pattern, using a sewing machine, planning, evaluation. **Project 2:** Metal keyholder Health and safety, metals sources and their properties, designing and making templates, understanding and using tools and equipment for metal working. Joining metals, making a key holder, dip coating and evaluation.		

Project 3: Electronic steady hand game Health and safety, electronic components, writing a specification, soldering, vacuum forming, understanding input process output, making a circuit, evaluation.		
KEY ASSESSMENTS Half term 2: End of term assessment	**KEY ASSESSMENTS** Half term 2: Module Specific Design and Technology test	**KEY ASSESSMENTS** Half term 2: End of year assessment
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Curriculum Overview

Subject: Design & Technology, Food Preparation & Nutrition

Year Group: 9

CHASE HIGH SCHOOL
AMBITION - RESILIENCE - KINDNESS

All projects in year 9 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 years 7 to 9.

In Design and Technology students complete 3 projects: Sustainable outdoors, CAD/CAM pewter casting and graphics.

In Food Preparation and Nutrition, practical dishes include: 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**
KNOWLEDGE/SKILLS **Food Preparation and Nutrition:** A wide range of food practical skills including: 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	KNOWLEDGE/SKILLS **Food Preparation and Nutrition:** A wide range of Food practical skills including: burgers and wedges, falafel pittas and a practical assessment. Skills focus: binding, seasoning, knife skills and the ability to recall skills from KS3 in a practical assessment. Theoretical content: Develop an understanding of the influence of marketing and packaging on food choice and looking at the impact of poor diet and diet-related diseases.	KNOWLEDGE/SKILLS **Food Preparation and Nutrition:** A wide range of food practical skills including: 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. Theoretical content: Recalls and build upon knowledge of macronutrients, religion and culture.
Design and Technology: Students complete all 3 projects across the year on a carousel **Project 1:** Sustainable outdoors Health and safety, iterative design, research methods, designer responsibility, writing a design brief and specification, planning for manufacture, six 6Rs of sustainability, renewable energy, carbon footprint, manufacturing a prototype, modelling, material finishes, design generation, orthographic drawing, numeracy in design and technology, analysing contextual challenges, user-centred design, scale modelling. Practical skills including: wasting, joining, smoothing. **Project 2:** CAD/CAM Pewter Casting		

<table>
<tr><td colspan="3">Health and safety, iterative design, writing a design brief and specification, designer research, manufacturing a prototype, pewter casting, design generation, design development, use of SCAMPER, jigs and moulds and formers, using computer aided design, understanding computer aided manufacture, numeracy in design and technology, analysing contextual challenges, user-centred design, ergonomics. Practical skills include: wasting, casting, filing, smoothing, polishing.
Project 3: Graphics
Health and safety, designer research, design generation, design development, isometric drawing, orthographic drawing, one-point perspective, two-point perspective. Practical skills include: rendering, colour washing, colour blocking.</td></tr>
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