



Y8 Curriculum Map: Design & Technology

	Timing*	Unit	Core content	Core objectives	Key Skills
1	Rotation 1	Food Technology	<ul style="list-style-type: none"> Understanding Health and nutrition, developing Food practical skills 	<ul style="list-style-type: none"> understand and apply the principles of nutrition and health become competent in a range of cooking techniques develop, plan and cook meals and single or multiple products understand the importance of health and safety be able to effectively evaluate own products and that of others. design products to meet the needs of clients and consumers; understand healthy eating models relating to a balanced diet, the nutritional needs of different groups in society and the factors affecting food choice 	<ul style="list-style-type: none"> Problem solving Evaluating Creativity Designing
2	Rotation 2	Systems & Control	<ul style="list-style-type: none"> Understanding of a range of electrical components and how they work. Developing design and practical skills using CAD/CAM 	<ul style="list-style-type: none"> use a variety of approaches to generate creative ideas investigate new and emerging technologies develop soldering skills in order to build circuits understand the importance of health and safety be able to test and evaluate the practical application of systems and control in design proposals be creative and innovative when designing; Exploring and experimenting with ideas, materials, technologies and techniques. 	<ul style="list-style-type: none"> Problem solving Analysing Designing Reflecting Evaluating Sketching CAD/CAM skills
3	Rotation 3	Resistant Materials	<ul style="list-style-type: none"> Understanding of a range of materials and processes, be able to develop practical skills and preparing for making. 	<ul style="list-style-type: none"> use tools and equipment safely with regard to themselves and others; understand the importance of health and safety understand how to plan the making process effectively Be able to problem solve and evaluate the design and make process 	<ul style="list-style-type: none"> Researching Problem solving Analysing Reflecting Evaluating Designing



Y8 Curriculum Map: Design & Technology

	Timing*	Unit	Core content	Core objectives	Key Skills
				<ul style="list-style-type: none"> • apply their knowledge and understanding of a range of materials • how to use materials, smart materials, technology and aesthetic qualities to design and make products of worth 	
4	Rotation 4	Textiles	<ul style="list-style-type: none"> • Understanding of a range of fabrics and textile manufacturing processes, be able to analyse in detail. 	<ul style="list-style-type: none"> • Understand the uses and properties of fabrics and fabric analysis • Analysing existing products and solutions to inform designing and making. • design products to meet the needs of clients and consumers; • respond to briefs, developing their own proposals and producing specifications for products • a broad range of techniques, including handcraft skills and CAD/CAM, • understand how to thread and use a sewing machine effectively, product development; 	<ul style="list-style-type: none"> • Creativity • Designing • Sketching • Annotating • Evaluating • Presentation