



Y9 Curriculum Map: Design & Technology

	Timing*	Unit	Core content	Core objectives	Key Skills
1	Rotation 1	Food Technology	<ul style="list-style-type: none"> Understanding a broad range of techniques and equipment. Develop theory about nutrition and healthy eating. 	<ul style="list-style-type: none"> understand the importance of health and safety be able to effectively evaluate own products and that of others. the characteristics of a broad range of ingredients, including their nutritional, functional and sensory properties 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"> Understand how to independently develop electrical products. Develop graphical skills. 	<ul style="list-style-type: none"> the criteria used to judge the quality of products, including fitness for purpose, the extent to which they meet a clear need and whether resources have been used appropriately Use Graphic design skills to develop final idea. investigate new and emerging technologies further develop soldering skills in order to build circuits understand the importance of health and safety using systems and control to assemble subsystems into more complex systems reflect critically when evaluating and modifying their ideas and proposals to improve products throughout their development and manufacture. 	<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 think creatively and independently to develop products. 	<ul style="list-style-type: none"> use tools and equipment safely with regard to themselves and others; Applying knowledge of materials and production processes to design products and produce practical 	<ul style="list-style-type: none"> Researching Problem solving Analysing Reflecting



Y9 Curriculum Map: Design & Technology

	Timing*	Unit	Core content	Core objectives	Key Skills
				solutions that are relevant and fit for purpose <ul style="list-style-type: none"> • understand the importance of health and safety • understand how to plan the making process effectively • Understanding how products evolve according to users' and designers' needs • 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 	<ul style="list-style-type: none"> • Evaluating • Designing
4	Rotation 4	Textiles	<ul style="list-style-type: none"> • Understanding of a range of fabrics and textile manufacturing processes, develop independence with manufacturing products. 	<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. • Making links between principles of good design, existing solutions and technological knowledge to develop innovative products and processes. • respond to briefs, developing their own proposals and producing specifications for products • a broad range of techniques, including handcraft skills and CAD/CAM, • the impact of products beyond meeting their original purpose and how to assess products in terms of sustainability 	<ul style="list-style-type: none"> • Creativity • Designing • Sketching • Annotating • Evaluating • Presentation