KS3 Curriculum Year 8

CURRICULUM INTENT?

What does Technology help young people achieve at KS3? Why have you made these curriculum choices?

The Year 8 KS3 Curriculum has been designed to give a variety of creative and practical activities, we teach the knowledge, understanding and skills needed to engage in an interactive process of designing and making. Through this process, the aim is to develop the pupils' technical knowledge and vocabulary in relationship to graphic design, food technology, materials and engineering.

TERM BY TERM E	REAKDOWN – Knowledge, acquired and skills developed:		
Textiles	Food	Graphics / Paper & Boards CAD /CAM	Opportunities beyond th classroom
Recap on Health and Safety in the Textiles room. Focus on Hazards and precautions. Development of technical hand embroidery stitches. Introduction to designing and repeat patterns. Introduction to Tie dye and Batik Further development of planning and templates. Introduction to what a seam and seam allowance are and their uses. Key Skills: Continued development of sewing machine skills including sewing curves, bends and seams. Development of Hand Embroidery stitches and sewing on buttons. Drawing of templates to scale with the introduction of seams and allowances. Pinning, cutting and hand or machine sewing. Batik work and tie dye.	Food For Life Module 2 Knowledge: Key messages for the 5 food groups. Function and sources of macro and key micronutrients, function and nutritional value of eggs, basic food science (aeration, caramelisation, dextrinisation, function of ingredients in pastry and bread). Reducing the environmental impact of food production and processing. Bacteria and food storage. Key Skills: Creaming method, roux sauce, shaping and binding (fish cakes, meatballs or burgers) shaping and finishing dough (shortcrust pastry and bread rolls) Evaluate a food product Plan for more than one dish. Recipes Victoria Sandwich – Creaming method, Lining Cake Tin Bolognaise – Dry Frying Bread – Shaping and finishing a Dough Pasta Cheese – Roux Sauce Fish Cakes – Mashing, Shaping & Enrobing Quiche – Short Crust Pastry, lining a Tin Cottage Pie – Mashing and thickening Sauce	OZ AIR BRANDING PROJECT CAD/CAM Knowledge: Introduction to designs for real products. Graphics skills for illustrations and print are expanded. Sketch concepts and final developed designs (by hand) Drawing styles from sketch, orthographic, perspective and isometric are used. Key skills: Using Cultural influences in design. Researching and using ideas to be developed. Design iteration. Illustration and design rendering. Computer graphics editing (both pixel and vector based). Commercial requirements in products. PRINTING AND TYPOGRAPHICS a AND DRAWING Pupils will learn about CMYK (litho/flexo) printing and how images are made up. They will learn about crop marks and colour registration. This will be added to their final design NET in order to make a "print ready" product. DESIGN INSPIRATION Pupils Create a brand identity using Australians (aboriginal) influences. They transfer these skills to computer to create Vector based design ideas. Pupils are then asked to show variation and context for their work. Pupils will look at existing Olympic imagery and styles. They will be able to describe how they have used existing material and made it unique	Graphics Model making and design invention at home. Using free software such as SKETCHUP to understand CAD modelling. Food Preparing food for service STEM club
y Independent Learning Resources			GREAT READS
aphics chnologystudent.com		The Theory and Practice of Woodwork (George Love) How to do woodwork Lady Bird	

Food

Online textbook

Information sheets on how cooking methods effect nutritional value.

Information sheets in booklets.

British Nutrition Foundation website

Resources on student drive.

Engineering

SAM learning

Technologystudent.com

BBC bitesize Edexcel D&T Textiles

Step by step of Embroidery stitches – leaflets and books

GCSE Textiles guide

How to build a race car Adrian Newly

Ministry of Food, 5 Ingredients & Veg, Delicious Food | Jamie Oliver

Sewing Machine Basics

Sew Your Own Pet Pillows

The Complete Book of Sewing by DK

How to be a Fashion Designer (Careers for kids) by DK