Sackville School Design and Technology Curriculum - Year 7



TERM	WHAT? (Is delivered?)	WHY? (Is this important?)	WHY NOW? (Why is this taught now?)	IMPACT? (What is the impact at the end of this module?)	ASSESSMENT
Food	Food Hygiene Healthy eating - the eatwell guide Basic cooking skills - using the oven, safe use of knives	 Introduces students to food safety and safe food practice Introduction to healthy eating, nutrition and linking to the eatwell guide Introduction to the main parts of the cooker and how to use them Teaches basic cooking skills and use of basic equipment 	 become familiar with (and more confident in) the cooking area; learn the safe use of a knife including the bridge hold and claw grip; use basic kitchen equipment; use the cooker safely (grill, hob, oven); 	 Students will be able to: prepare a range of fresh ingredients, e.g. peeling, grating, coring; weigh and measure ingredients; learn and apply the Eatwell Plate model to meal planning (food groups, food, composite dishes, nutrients, application to meal planning); learn what to do before you shop for food. 	Students are assessed on their ability to: -accurately weigh - use safe knife holds - use hob, grill and oven safely - test when ready -choice of ingredients and seasonality -importance of a healthy balanced diet
Textiles	- Textiles health and safety - Sewing machine usage - Design and measurement - constructing and decorating a cushion -Hand Sewing on a button	 Introduces students to basic health and safety in a Textiles workshop. - Allows students to use a sewing machine independently Supporting cross curricular links with Maths, Science, Art and English Life skills in basic sewing techniques 	 Establishes a foundation knowledge of machine and hand stitching, visual and written communication dn evaluation to be built on in Y8. Supports department wide practices and procedures Insect theme taught across various subjects in Y7 Inference skills developed to build confidence and independence in KS3 transition. 	 Students will be able to: Correctly thread and troubleshoot basic problems in a sewing machine Use zig zag and straight stitch for cushion construction and applique Hand stitch on a button or bead Design imaginative ideas from a research based starting point Communicate ideas through drawing and annotations Evaluate their performance and progress as a whole 	Students are assessed on their ability to: -Generate ideas -Develop and model ideas - Make the cushion: Neat and secure manufacture. Resemblance to design Variety of skills shown Use of color, texture and pattern. Functional cushion

Resista nt Material s	Introduction to the subject of DT. Introduction to 'Systems and control'. How to use a soldering iron safely to construct a working electronic circuit. How to safely, mould and form plastic components for the Jitterbug How to assemble the component parts of the jitterbug to produce a high quality product	 Introduces students to basic health and safety in a DT workshop. Allow students to use a variety of tools and equipment to produce a high quality product both independently and as part of a team. Supporting cross curricular links with Maths, Science, Art and English Life skills in basic DT techniques 	To establish a good/positive working ethos and allow students to build on these skills, techniques and processes. To support other subjects and allow cross curricular teaching and learning to develop the learning of students. To build confidence and self-esteem in all students in a workshop environment	For students to have a working understanding of the subject both in terms of theory and practical experiences and giving them the basic principles to build their knowledge and skill level in future projects	Students are assessed on their ability to: - Their soldering skills. Their design skills. -Their assembly, finishing skills -Their dexterity, levels of concentration and ability to listen, follow instructions and to work independently.
--------------------------------	---	--	--	---	---

Links to L4L Curriculum and Gatsby Benchmarks:

Gatsby Benchmark