

Key Stage 3 Design and Technology Curriculum Map (including Art)

Year 7

Communication techniques.

Tonal rendering 1- Basic 3D cubes
Tonal rendering 2- Intermediate 3D shapes
Tonal rendering 3- Material finishes
Themed Designing.
Apple Camera
JCB Camera
Alessi Camera
Sustainability and environmental issues
3D sketch modelling



Elements of art

Colour, Shape, Form, Line, Space, Texture and Value.
Introduction to different medium- Pencil, biro, water colour and chalk pastel
Introduction to 'Gallery Artwork'



Introduction to Food preparation and Nutrition

Health and Safety in the food room
Knife skills and safe working practice
Introduction to the Eatwell guide
Sensory testing and analysis
Practical skills
Making informed food choices



Introduction to Textiles

Designing
Quality of ideas
Pencil control
Rendering
Communicating ideas
Annotation
Development
Quality of technique
Creativity of technique
Final piece
3D Mini Monster



Developing CAD skills

Forces and stresses
Iterative designing – improving the bridge design through testing and evaluation
Developing Computer Aided Design Skills (CAD)
CAD/CAM – Techsoft 2D Design
3D sketch modelling
Robotics and AI



Food Preparation and Nutrition

Diet and health
Carbohydrates
Proteins
Vitamins and minerals
Practical skills



Year 8

Animals in art

Drawing, painting and printmaking.
3 Artists are studied: **Albrecht Durer; Andreas Preis; and Dave White.**

Drawing skills investigating ideas
Expressing opinion
Presenting final outcomes.
Drawing studies
Mono prints
Painting samples.



Hand Embellishment- Textiles

Artist Research – **Jessica Grady**
Analysis and evaluation
Development
Hand embroidery: Beading and fabric manipulation
Design
Ideas, drawing and annotation
Production
Creation of small pouch using hand embroidery



Introduction to papers and boards – Board game project

Board Games
Commercial printing techniques
Client profile - wants and needs.
Generating ideas
Developing ideas
Developing CAD skills
Papers and boards and their uses
Demonstrate practical skills using different materials and techniques



Food Preparation and Nutrition

Practical Investigation 1
Penne Fiorentina
Practical Investigation 2
Spring Rolls
Practical Investigation 3
What do Vitamins do for body?
Human life stages and dietary needs
Menu Analysis.
Adapting recipes for the dietary needs
Fats in recipes
How to plan recipes



Year 9

Portraiture

Self-portrait and other portrait artworks
Researching key artists (Yi Chen and Arabella Dorman) to explore portrait styles and art genres.
Mixed media painting,
Large scale charcoal drawing.



Textile machining skills – Portraits

Artist Research
Analysis and evaluation
Presentation
Development
Innovation
Design
Quality of ideas
Annotation
Production
Create a textile portrait
Quality of technique
Design fluency



The design department consists of the following subjects: Design and Technology, Art and Design, Graphics Textiles and Food Preparation and Nutrition. In years 7, 8 and 9 the year groups are split in half. Each half is divided into 4 mixed ability teaching groups. Teaching groups rotate around the department during the year to experience a broad and diverse curriculum and allows students to experience all the subjects within the year.