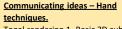
Key Stage 3 Design and Technology Curriculum Map (including Art)



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

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



Year 7

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



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



Communicating ideas – Application of skills and the design process Board Games Product analysis 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



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 <u>Artist Research</u> Analysis and evaluation Presentation <u>Development</u> Innovation <u>Design</u> Quality of ideas Annotation <u>Production</u> 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.