## **EPCHS Design and Technology Department: Year 8 Programme of Study**

The course will be completed on a carousel. In year 8 the classes will undertake  $\frac{1}{2}$  year of food and  $\frac{1}{2}$  year of Design and Technology.

Year/Term	Unit of Work	Intent
Year/Term  September – February half term	Unit of Work Food	Within the 18-week course students will be building on their knowledge from year seven to carry out a range of practical and theory lessons that will continue to equip them in increasing their knowledge, skills, and confidence when cooking.  Theory work: The written element of the work will predominately be based around the following areas.  Four Cs of cooking  Food Poisoning Bacteria  Macro nutrients – protein, fats, and carbohydrates  Micronutrients – calcium and iron  Labelling and the Law  Allergies and intolerances  Saturated and unsaturated fat  Practical Work: To learn and develop skills by completing the following practical:  Bread Buns  Fruit Crumble  Quick Veggie Pizza  Mini Quiche
	Decimand	<ul> <li>Mac n Cheese</li> <li>Cottage Pie</li> <li>Meatball Bean Stew</li> <li>Seasonal Practical (seasonally appropriate)</li> </ul>
February half term - July	Design and Technology	Within the 18-week course students will be building on their knowledge from year seven to carry out two practical activities: the first being on Conservation and Endangered Species and the second being on Sustainability.  The first practical activity that they are undertaking is based on the learning of electronics, materials, and processes. The study of electronics is a new project that they are being introduced to and this will be a simplistic circuit that the students will be producing.  Project two: Wooden Animals  The stimulus for the mobile phone holder is Conservation and Endangered Species. The students will identify what conservation means and what are endangered species. They will be using their knowledge gained from year 7 to cut out their shapes and then file them. They will then use their paper design to replicate the colours and shapes onto their wooden animal.  Project two: USB Lamp Project  The stimulus for the lamp is based on 'Sustainability'. Students will be given a task based on constructing a 'mood lamp' using a specific list of instructions. They will be supplied with the following for their project: an electronic circuit, an MDF base, vacuum formed housing, and recycled
		acrylic.  Stretch and Challenge: making a Mondrian keyring using acrylic shapes.