EPCHS Design and Technology Department: Year 7 Programme of Study

The course will be completed on a carousel. In year 7 the classes will undertake ½ year of food and ½ year of Design and Technology

Year/Term	Unit of Work	Intent
September – February half term	**Food**	Within the 18-week course students will be carrying out a unit called 'Basic Skills'. They will be introduced to a variety of written and practical lessons which will best 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: • Safety and Hygiene information • Using equipment and knives safely • Using the oven/Accuracy in weighing and measuring • Looking at the Eatwell Guide/Seasonality • Nutrition and tips for Healthy Eating Practical work: • Tea and toast • Pizza toast • Breakfast Muffins • Budget Bolognese • Chicken Nuggets and Wedges • Fishcakes • Chilli-veg Noodles. • Seasonal Practical – Seasonally appropriate
February half term - July	**Design and Technology**	Within the 18-week course students will be focused on equipping themselves with the basic skills needed in the workshop to work safely with equipment and others. **Introduction to Electronics: Making your own Tealight.** This will be a simple introduction to Electronics. The students will be looking at how they use a simple LED and a battery to make light. They will also be doing some simple lightshades. **Project One: A5 Plague** The stimulus for the plaque is students past, present & future, personality, hobbies, dreams etc. Students should use the widest range of tools/equipment safely to shape a variety of materials and create an A5 plaque that is a simile/metaphor of themselves. They should gain some understanding of a variety of materials, their source & their properties (softwood, hardwood, acrylic, foamboard, vinyl, aluminium, expanded PVC, etc) **Project Two: Jigsaw Puzzle** The stimulus for the jigsaw is to create a Jigsaw Puzzle using the work of the artist Kandinsky. The students will have to decide on who their target audience are, and how they can create a product that suits the market. Students will be gaining knowledge in using the work of an artist and manipulating it into a jigsaw that they are going to design. The use of 2D design will be apparent and the students will become familiar with using this computer program to realise their design work. **Stretch and Challenge:** making a presentation box for their jigsaw using a net shape.