

Year 7 Long Term Scheme of Learning for Design Technology

2016 – 2017

Date (w/c)	Lesson	Project	Assessment criteria	Lesson outline
12/09/2016	1-2	Key Skills USB Project	Department expectations	<ul style="list-style-type: none"> <li>• Introduction to Year 7 Design Technology</li> <li>• Classroom expectations</li> <li>• Set up books</li> <li>• Team building challenge</li> <li>• Communication skills</li> </ul>
19/09/2016	3-4	Key Skills USB Project	Baseline test	<ul style="list-style-type: none"> <li>• Baseline test</li> </ul>
26/09/2016	5-6	Key Skills USB Project	ICT skills	<ul style="list-style-type: none"> <li>• Intro to USB project</li> <li>• Title page</li> <li>• ICT lesson – how to create a moodboard</li> <li>• What is a design brief?</li> </ul>
03/10/2016	7-8	Key Skills USB Project	Planning	<ul style="list-style-type: none"> <li>• Product analysis of existing products – ACCESS FM</li> <li>• What is a design specification</li> <li>• Peer-assessment</li> </ul>
10/10/2016	9-10	Key Skills USB Project	Designing	<ul style="list-style-type: none"> <li>• Tonal skills</li> <li>• Design ideas – linked to the design brief and specification</li> <li>• Drawing in 3D</li> <li>• Teacher assessment</li> </ul>
17/10/2016	11-12	Key Skills USB Project	Designing and evaluating	<ul style="list-style-type: none"> <li>• Final design idea</li> <li>• Presenting the final product</li> <li>• Evaluation</li> <li>• Self-assessment</li> </ul>
<b>HALF TERM</b>				

31/10/2016 (Four day week)	1-2	Food Technology	Department expectations  Research	<ul style="list-style-type: none"> <li>• Introduction to Year 7 Food technology</li> <li>• Health and safety rules in the Food Technology classroom</li> <li>• <b>Hygiene expectations</b></li> <li>• Start to introduce 'The Eatwell Guide'</li> <li>• How to design a creative title page for the new project</li> </ul>
07/11/2016	3-4	Food Technology	Planning and research	<ul style="list-style-type: none"> <li>• Bridge hold and claw grip cutting techniques – L2C videos</li> <li>• Healthy eating guidelines</li> <li>• Why do we eat breakfast?</li> <li>• Pupils to organise pastry ingredients needed for next lesson</li> </ul>
14/11/2016	5-6	Food Technology	Practical	<p><b>Teacher demo: pastry</b> Practical – pastry</p> <p>Skills/objectives:</p> <ul style="list-style-type: none"> <li>• How to make pastry, rubbing in method, how to form a dough, <b>weighing and measuring ingredients accurately</b></li> <li>• Pupils to wrap pastry in cling film and clearly label – freeze for next lesson</li> <li>• Design ideas for pastry products – Higher bands to do mini quiches, lower bands to do mini tarts</li> </ul>
21/11/2016	7-8	Food Technology	Practical	<p>Practical – Mini tarts or mini quiches</p> <p>Skills/objectives:</p> <ul style="list-style-type: none"> <li>• <b>Weighing and measuring ingredients accurately</b>, preparing a variety of fillings, cutting, grating, shaping, knife skills, how to make an egg custard</li> </ul> <p><i>*If practical groups are split non-cooks to do theory tasks related to 'The Eatwell Guide'.</i></p>
28/11/2016	9-10	Food Technology	Evaluating and planning	<ul style="list-style-type: none"> <li>• <b>Evaluate pastry products</b></li> <li>• <b>Peer, self and teacher assessment</b></li> <li>• Cooking methods – different parts of a cooker</li> <li>• Ways to cook food more healthily</li> <li>• <b>Teacher demo: cooked breakfast</b></li> <li>• Plan a healthy cooked breakfast – design ideas</li> <li>• Organising ingredients needed for next lesson</li> </ul>
05/12/2016	11-12	Food Technology	Planning	<p>Practical – Cooked breakfast</p> <p>Skills/objectives:</p> <ul style="list-style-type: none"> <li>• Handling a variety of foods at the same time with different cooking methods, ensuring all food is cooked thoroughly, using the grill, using the hob, presentation skills</li> </ul> <p><i>*If practical groups are split non-cooks to do theory tasks related to 'Breakfasts'.</i></p>

12/12/2016	13-14	Food Technology	Evaluating	<ul style="list-style-type: none"> <li>• Evaluate cooked breakfast</li> <li>• Peer, self and teacher assessment</li> <li>• Complete any unfinished theory work</li> <li>• Spelling test</li> </ul>
19/12/2016 (Three day week)	15-16	Food Technology	Collaborative work	<ul style="list-style-type: none"> <li>• Skills embedding team challenge</li> </ul>
<b>CHRISTMAS BREAK</b>				
02/01/2017 (Three day week)	1-2	Product Design	Designing	<ul style="list-style-type: none"> <li>• Introduction to Year 7 Product Design</li> <li>• Insects theme – linking with Art project</li> <li>• Function of a keyring and properties of materials</li> <li>• Title page</li> </ul>
09/01/2017	3-4	Product Design	ICT research	<ul style="list-style-type: none"> <li>• ICT lesson</li> <li>• Creating a moodboard of images related to the theme</li> <li>• Existing products – at least two images</li> <li>• Complete title page</li> <li>• Health and safety rules in the workshop</li> </ul>
16/01/2017	5-6	Product Design	Designing	<ul style="list-style-type: none"> <li>• Initial design ideas</li> <li>• Product analysis of existing products – ACCESS FM</li> <li>• Writing a design specification</li> <li>• Introduction to DT Health and safety passports</li> </ul>
23/01/2017	7-8	Product Design	Designing and modelling	<ul style="list-style-type: none"> <li>• Final design idea – pupils to draw in a measured box so that final ideas are the right size</li> <li>• Making a prototype with card</li> <li>• Re-designing keyring to fit the design specification</li> </ul>
30/01/2017	9-10	Product Design	Practical	<p>Teacher demo: using the coping saw</p> <ul style="list-style-type: none"> <li>• Practice cutting wood with a simple shape</li> <li>• Following the health and safety rules in the workshop</li> <li>• Signing off tools in the passport</li> <li>• Evaluate practice piece and refine final design idea if necessary (focusing on constraints and limitations)</li> </ul>
				<ul style="list-style-type: none"> <li>• Types of plastics</li> </ul>

06/02/2017	11-12	Product Design	Practical	<ul style="list-style-type: none"> <li>• Properties and uses of different plastics</li> <li>• Re-cap how to use a coping saw correctly</li> <li>• Complete test piece – how to use the belt sander and pillar drill</li> <li>• <a href="#">Signing off all tools and machinery in the H&amp;S passport</a></li> </ul>
13/02/2017	13-14	Product Design	Practical	<ul style="list-style-type: none"> <li>• Making final product</li> <li>• Focusing on the wood piece of the keyring</li> <li>• Using the belt sander and pillar drill, referring back to health and safety passports at all times</li> <li>• <a href="#">Self-assessment of work in progress</a></li> </ul>
<b>HALF TERM</b>				
27/02/2017	15-16	Product Design	Practical	<ul style="list-style-type: none"> <li>• Hand finishing techniques on the wooden piece</li> <li>• Cutting and shaping acrylic</li> <li>• <a href="#">Teacher demo: how to cut acrylic</a></li> <li>• Re-cap health and safety rules</li> </ul>
06/03/2017	17-18	Product Design	Practical	<ul style="list-style-type: none"> <li>• Complete keyring</li> <li>• Re-cap health and safety points</li> <li>• Wooden pieces can be coloured in using felt tip pens</li> <li>• <a href="#">Discussing constraints/variations in cutting process</a></li> </ul>
13/03/2017	19-20	Product Design	Evaluating	<ul style="list-style-type: none"> <li>• Detail can be added to acrylic piece using permanent markers</li> <li>• Attaching chain and split ring to final product</li> <li>• Photographing final piece</li> <li>• <a href="#">Evaluate keyring</a></li> </ul>
20/03/2017	21-22	Product Design	Evaluating	<ul style="list-style-type: none"> <li>• <a href="#">Present keyrings to the class</a></li> <li>• <a href="#">Students to focus on why they chose a specific theme and to discuss what they would change/ what they have learnt</a></li> <li>• <a href="#">Ensure all book work is complete ready for assessment</a></li> </ul>
27/03/2017	23-24	Product Design	Collaborative work	<ul style="list-style-type: none"> <li>• Skills embedding team challenge</li> </ul>
03/04/2017	25-26	Product Design	Collaborative work	<ul style="list-style-type: none"> <li>• Skills embedding team challenge</li> </ul>
<b>EASTER</b>				

<b>BREAK</b>				
24/04/2017 (Three day week)	1-2	Graphics Products	Research	<ul style="list-style-type: none"> <li>• Introduction to new project</li> <li>• <b>The six R's of sustainable design</b></li> <li>• Component kits and circuit operation</li> <li>• Title page</li> <li>• Pupils to gather recycled materials for their individual project work</li> </ul>
01/05/2017 (Four day week)	2-4	Graphics Products	ICT research and designing	<ul style="list-style-type: none"> <li>• ICT lesson – create a moodboard to generate ideas</li> <li>• <b>Writing a design specification – using ICT</b></li> <li>• Initial design ideas</li> <li>• <b>Self and peer assessment</b></li> </ul>
08/05/2017	5-6	Graphics Products	Modelling	<ul style="list-style-type: none"> <li>• Manipulation of materials – experimenting with media</li> <li>• Modelling ideas</li> <li>• <b>Self-assessment of modelling techniques</b></li> </ul>
15/05/2017	7-8	Graphics Products	Modelling	<ul style="list-style-type: none"> <li>• Complete modelling of ideas</li> <li>• <b>Evaluate skills</b></li> <li>• Final design idea with refinements based on modelling task</li> </ul>
22/05/2017	9-10	Graphics Products	Designing	<ul style="list-style-type: none"> <li>• <b>Step by step method for making final product</b></li> <li>• Gather final recyclable items to start practical</li> </ul>
<b>HALF TERM</b>				
05/06/2017 (Four day week)	11-12	Graphics Products	Practical	<ul style="list-style-type: none"> <li>• <b>Start making jitterbug</b></li> </ul> Skills: <ul style="list-style-type: none"> <li>• Developing creativity and imagination, problem solving, basic electronics, fine motor skills</li> </ul>
12/06/2017	13-14	Graphics Products	Practical	<ul style="list-style-type: none"> <li>• <b>Continue making jitterbug</b></li> </ul> Skills: <ul style="list-style-type: none"> <li>• Developing creativity and imagination, problem solving, basic electronics, fine motor skills</li> <li>• <b>Self-assessment of work in progress</b></li> </ul>
19/06/2017	15-16	Graphics Products	Practical	<ul style="list-style-type: none"> <li>• <b>Complete jitterbug</b></li> </ul> Skills:

				Developing creativity and imagination, problem solving, basic electronics, fine motor skills <ul style="list-style-type: none"> <li>• Peer assessment of final product</li> </ul>
26/06/2017	17-18	Graphics Products	Evaluating	<ul style="list-style-type: none"> <li>• Test jitterbug</li> <li>• Final refinements</li> <li>• Evaluation of final product</li> <li>• Photograph final product</li> </ul>
03/07/2017	19-20	Graphics Products	Practical	<ul style="list-style-type: none"> <li>• Jitterbug race-off</li> <li>• Race in register order – winner stays on</li> <li>• Cross group race-off to find overall winner in the year group</li> </ul>
10/07/2017	21-22	Graphics Products	Collaborative work	<ul style="list-style-type: none"> <li>• Skills embedding team challenge</li> </ul>
17/07/2017	23-24	Graphics Products	Collaborative work	<ul style="list-style-type: none"> <li>• Skills embedding team challenge</li> </ul>
<b>SUMMER BREAK</b>				