

Top-Level Overview for Key Stage 3 Curriculum: Design & Technology and Food Technology

1. Endpoint for the end of Key Stage 3:

- Students will be able to design products that respond to user needs, demonstrating creativity, research and effective communication of ideas.
- Students will be able to apply technical knowledge to select and work with appropriate materials, components, tools and manufacturing processes to produce high-quality outcomes.
- Students will be able to evaluate, refine and improve designs and products using testing, feedback and critical analysis. Students will understand how designers, engineers and technologists use innovation to solve problems and shape the world around them.
- Students will apply knowledge of structures, mechanisms, electronics and control systems to develop functional products.
- Students will prepare and cook a range of healthy dishes, demonstrating an understanding of nutrition, food provenance

2. Topic Overview

Year Group	Rotation 1	Rotation 2	Rotation 3
	Topics:	Topics:	Topics:
7 Rotation each term	Food Tech: To confidently and safely prepare and cook basic food dishes	Woodwork and product design (really useful box): Manufacture a really useful box using a rebate joint and drop lid with a personalised typography lid	Textiles (Tie dyed and stencil cushion): Make a tie dyed and laser cut stencil cushion based on underwater theme
8 Rotation each term	Food Tech: To know the nutritional value in different ingredients and to safely prepare and cook healthy food dishes	Woodwork (passive amp): Manufacture a passive amp using a range of hand skills and machinery. Understand how structure functions versus an electronic system	Textiles (Surface patterned zip up pencil case/pouch bag): Make a surface patterns and appliqued zip up pencil case that responds to a person needs
9 Rotation each term	Food Tech: To confidently and safely prepare and cook a range of food dishes focussing on hygiene, safety, different methods of cooking and dish finishing techniques	Woodwork and product design (Architectural Model): Understand the work of architects and design using CAD and 3D drawing skills then make a model for a specific brief	Textile (Fish Kite): Design and make a 3D fish kite based on Japanese culture and suitable for a festival environment