

Year 7 Food & Nutrition / Design Technology **Learning Journey**

Transferable skills for Design technology:

Design:

- Research, investigating and exploration of materials, properties, characteristics in connection with the user need.
- Identifying and solving the design brief given problems, communicating how to re-develop the product to be/perform better.

Make:

Select from and demonstrate skill with specialist tools, techniques, processes, equipment and machinery precisely for each of the categories of materials.

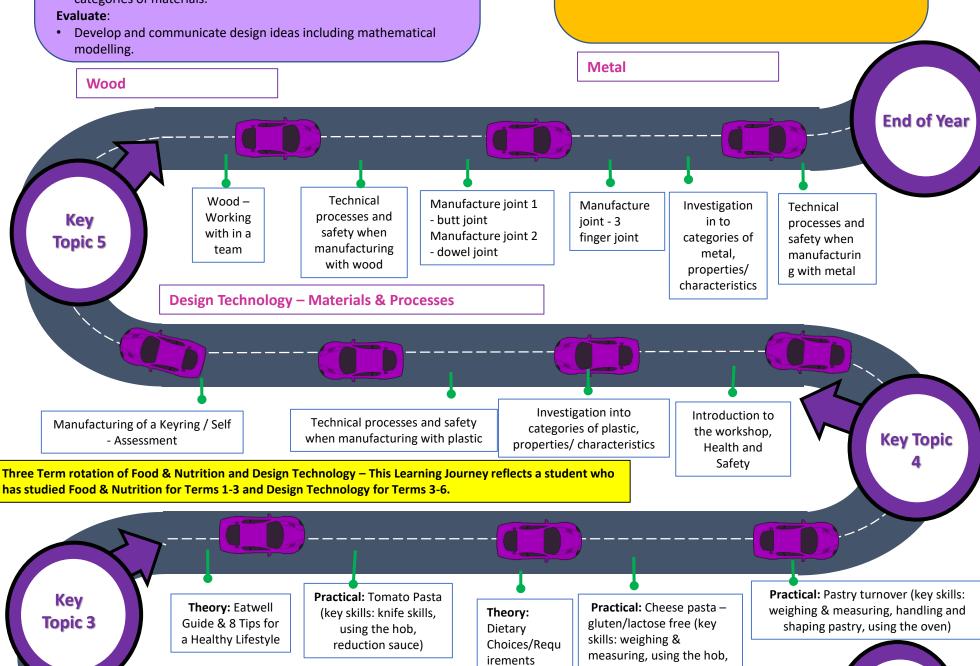
Careers Links for Design Technology Career Links:

Civil, chemical, environmental or mechanical engineer. Furniture designer.

Industrial/product designer. Materials engineer.

Product manager.

Product/process development scientist.



Practical: Fruit Scones (key skills: weighing & measuring, rubbing in method, forming/shapin g dough, baking, functions of ingredients)

Theory: **Eatwell Guide** & Nutrients

Practical: Crumble (key skills: weighing & measuring, rubbing in method, using the oven, seasonal ingredients)

Theory: Seasonality

Practical: Savoury Muffins (key skills: weighing & measuring, using the oven)

gelatinisation)

Theory: Weighing and Measuring

Introduction to Food & Nutrition

Food & Nutrition

Key Topic 1

Introduction to Food & Nutrition

Theory: Personal Hygiene, Cleaning & Routines

Practical: Sandwich and Hot Drink (key skills: personal hygiene, kitchen H&S, cleaning)

Theory: Hazards in the Kitchen

Practical: Fruit Salad (key skills: knife skills & enzymic browning)

Practical: Pizza Muffins (key skills: using the grill)

Key Topic