



Year 8 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.

Evaluate:

- Develop and communicate design ideas including mathematical modelling.

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.

Metal

Night Light Project

End of Year

Key Topic 5

Design Technology – Night Light Project

Key Topic 4

Key Topic 2

Key Topic 3

Food & Nutrition

Key Topic 1

Introduction to Food & Nutrition

Theory: Raising Agents

Introduction to Food & Nutrition

Practical: Italian Stuffed Chicken/Peppers & Couscous

Theory: Safe storage and temperature control

Practical: Tandoori Chicken Leg, Raita & Salad

Theory: Food poisoning

Practical: Chilli Con Carne & Rice

Practical: Quorn Chinese Noodles (key skills: knife skills, using the hob, making a sauce, measuring)

Theory: Bread Science

Practical: Bread Rolls

Theory: Flour – Food Provenance

Practical: Enriched bread

Theory: International Cuisine

Practical: International Dish

Practical: Jam Tarts (key skills: weighing & measuring, rubbing in, combining, rolling pastry, shaping/cutting pastry, using the oven)

Theory: Pastry - Science/Provenance

Practical: Dutch Apple Tart

CAD - 2D design, designing the product

Design ideas – theme culture/design movements

Looking at different design movements to influence design

Specification & Design movements

Brief and research

Circuits – soldering skills and safety – what is a good joint and practice soldering

Circuits – learn about components used and soldering skills

Assembly of product
Finishes – looking at a variety of wood finishes to create high quality product

Joints -variety of joints including butt joint, dowel and finger joints

Mock-up and prototyping – using card to assess suitability and links to specification

Wood properties