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| **Year 9 – Design Technology 2024-25** | | |
| **Curriculum intent** | Design Technology is about viewing the world around us. To look at where we are now in the 21st century, and where we could be in the future. To know about past and present designers, inventors and innovators and aspire to become people that design and shape the world. In an increasingly technological society we aim to encourage students to think independently and be creatively when working on a problem. We intend to teach students to be problem solvers in a safe learning environment and explain that making mistakes is okay, and part of the development of process. To build upon theory using research and ideas across all subjects and then apply it to solve real world issues. Design Technology is an inspiring practical subject using a broad range of subject knowledge such as mathematics, science, engineering, computing, food science and art. High-quality We aim to empower students to become the people who will solve the issue of tomorrows world. For example, climate change and the quality of life. Design Technology education makes an essential contribution to the creativity, culture, wealth and well-being of the human race and how we can help the world around us.  The Technology Department includes both Design Technology and Food. It aims to develop our students’ curiosity and understanding of the world around them through the products they use and the food they eat. The ‘hands-on’ practical aspects of the course serve to develop our students’ skills and confidence with both workshop processes and kitchen equipment. They find how to use equipment safely and appropriately and how to select materials or ingredients according to their specific properties and uses.  Creativity and problem solving underpin the ethos of our design and planning work and a core part of this is studying the approach of well-known and important chefs or designers. Students are also challenged to think about their social and environmental responsibilities e.g. concerning the origin, production, use, disposal and wastage of materials, food and other natural resources. | |
| **Rotational** | **Design Technology – Product Design**  You will be learning about digital image manipulation using essential tools in Photoshop within the design technology suite through the production of a graphic design project. Throughout the brief you will use your problem-solving skills to create a unique design ideally for graphic images online and layouts for printouts such as T-shirts and mugs. | **Food Technology**  In this unit, students will explore the critical role of bacteria in food safety, focusing on the causes, prevention, and impact of food poisoning. This scheme of work aims to equip students with the knowledge and skills to identify harmful bacteria, understand the conditions that promote bacterial growth, and apply safe food-handling practices to prevent foodborne illnesses. |
| **Knowledge** | * How to use essential tools correctly and confidently within the programme * How to create typography and apply Photoshop effects * The process required for CAD/CAM to be operated * Materials properties – clay and cotton * How to evaluate their success | * Different types of bacteria * The conditions for bacterial growth * The symptoms and impact of food poisoning * Key temperatures associated with food preparation and cooking |
| **Skills** | * Computer-aided design * Computer-aided manufacture * Photoshop * Presses | * Food Safety practices * Preparation techniques * Knife techniques * Cooking techniques * Using the oven & hob * Presentation techniques |
| **Assessments** | Practical assessment, ongoing theory assessments. | Practical assessment, ongoing theory assessments. |
| **Enrichment** | [Photoshop](https://learning.sciencemuseumgroup.org.uk/resources/?subject=design-and-technology) Club | Visit a restaurant that is not fast food.  Students will have an opportunity to cook a Mother’s day based dish in the after school club. |