



### **Design & Technology and Food Preparation and Nutrition Curriculum**

Our aim in the Design and Technology department is to encourage students to produce creative work which explores, records and reflects on ideas and experiences in their own and others' lives. We aim to encourage open minded, creative, critical, reflective thinkers who have the courage and confidence to contribute to the world around them. We provide a safe and respectful atmosphere where their creativity can flourish, they can problem solve and are not afraid to make mistakes. The curriculum in Design and Technology allows students to experience a range of different areas in design including Textiles, Product Design and Graphic Design. We aim for students to realise the relevance of design in our modern culture whilst raising the awareness of career choices and engendering a love of the subject.

Our curriculum in Food Preparation and Nutrition is exciting and creative, it focuses on practical cooking skills to ensure students develop a thorough understanding of nutrition, food provenance and the working characteristics of food materials. Our aim is to equip students with an array of culinary techniques, as well as knowledge of nutrition, food traditions and kitchen safety. We aim to inspire and motivate students, to give them the knowledge of career opportunities in the field and to give them the confidence to cook with ingredients from around the world. We focus on nurturing students' practical cookery skills to give them a strong understanding of food and nutrition.

We would like for all students to do well and be prepared for future study.

### **Key Stage 3 Curriculum**

The Key Stage 3 Curriculum aims to build on the foundations of knowledge and skills from the middle schools. Students rotate around the different areas of Design and Technology. In Food Preparation & Nutrition students cover general health & safety, knife skills and practical cooking skills. In Textiles students cover health & safety, use of the sewing machines, tie dye and other decorative techniques used in the world of textiles. In Product Design students complete a computer aided design/computer aided manufacture project where they gain skills in designing and making using various computer aided design software and the laser cutter. In Graphic Design students are introduced to brand identity and the development of their brand along with developing skills in computer design software packages. For the final 2 terms students are able to study 2 areas of their choice in D&T, potentially continuing into GCSE.

### **Key Stage 4 Curriculum**

#### **Design & Technology**

The curriculum at Key Stage 4 aims for successful completion of OCR's GCSE.

#### **Art and Design**

3D Product Design, Graphic Design or Textiles Design endorsement along with providing the necessary skills required if they wish to continue study into Level 3. The curriculum aims to develop and stretch students' ability to independently develop projects in their chosen area. GCSE students are given the opportunity to showcase their skills and ideas through personalised projects that are tailored at an individual level. Drawing and recording, experimenting with materials, techniques and process, referencing contextual sources and realising an outcome is expected of all students.

### **Food Preparation and Nutrition**

Students will cover a variety of Food theory and practical skills over the course in preparation for the NEA (non-exam assessment) task and the examination. Food preparation skills are integrated into five core topics: Food, nutrition and health, food science, food safety, food choice and food provenance. Students will cover in depth topics such as eggs, pasta, bread, pastry & fish producing practical work in preparation for their NEA tasks.

### **Key Stage 5 Curriculum**

The curriculum at Key Stage 5 uses a vocational context and develops skills through workshops, set projects and 1:1 tutorial. Students are given the opportunity to build upon prior knowledge in design developing their independent skills needed for the design process. The course is split into units of work covering various areas in design which develop practical knowledge and employability skills. The qualification enables students to take their first steps towards a new career with the right mix of technical and academic skills in order to become a highly skilled, work-ready individual that employers and universities are looking for.