

## Curriculum Intent

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 3D 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 aim in Hospitality & Catering is to develop the knowledge and understanding of students relating to a range of hospitality and catering providers; how they operate and what they have to take into account to be successful. Students will learn about issues related to nutrition and food safety and how they affect successful hospitality and catering operations. Students will also develop food preparation and cooking skills as well as transferable skills of problem solving, organisation and time management, planning and communication.

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

## Scheme of Learning/Courses/Curriculum Map

### KS3 Year 9

Subject	Year 9 Autumn 1	Year 9 Autumn 2	Year 9 Spring 1	Year 9 Spring 2	Year 9 Summer 1	Year 9 Summer 2
D&T	Students rotate on a subject carousel and spend 5-6 lessons in each subject area. Subjects are Hospitality & Catering, Graphic Design, 3D Product Design, Drama, music and Reading. H&S is covered and an introduction of the subject with some basic practical tasks.	Students rotate on a subject carousel and spend 5-6 lessons in each subject area. Subjects are Hospitality & Catering, Graphic Design, 3D Product Design, Drama, music and Reading. H&S is covered and an introduction of the subject with some basic practical tasks.	Students rotate on a subject carousel and spend 5-6 lessons in each subject area. Subjects are Hospitality & Catering, Graphic Design, 3D Product Design, Drama, music and Reading. H&S is covered and an introduction of the subject with some basic practical tasks.	Option 1 D&T - students to be working in their chosen area of D&T study for a longer rotation. This is either Food, 3D Product Design or Graphic Design. They will cover subject specific tasks & skills based learning in prep for GCSE.	Option 2 D&T - students to be working in their chosen area of D&T study for a longer rotation. This is either Food, 3D Product Design or Graphic Design. They will cover subject specific tasks & skills based learning in prep for GCSE.	Option 3 D&T - students to be working in their chosen area of D&T study for a longer rotation. This is either Food, 3D Product Design or Graphic Design. They will cover subject specific tasks & skills based learning in prep for GCSE.

**KS4 Design & Technology:** OCR GCSE 9-1 Art & Design: Three-Dimensional Design (J175), Graphic Communication (J172)

<https://www.ocr.org.uk/qualifications/gcse/art-and-design-j170-j176-from-2016/>

**KS4 Food:** Year 10 Level 1&2 Hospitality & Catering 5569QA

[https://www.wjec.co.uk/qualifications/hospitality-and-catering-level-1-2/#tab\\_overview](https://www.wjec.co.uk/qualifications/hospitality-and-catering-level-1-2/#tab_overview)

Subject	Year 10 Autumn 1	Year 10 Autumn 2	Year 10 Spring 1	Year 10 Spring 2	Year 10 Summer 1	Year 10 Summer 2
Hospitality & Catering	Unit 4: How food can cause ill Health and practical cooking skills	Unit 4: How food can cause ill Health and practical cooking skills	Unit 1: Understanding The environment in which Hospitality & Catering providers operate and practical cooking skills	Unit 2: Understanding how hospitality & catering provisions operate and practical cooking skills	Unit 3: Understanding how hospitality & Catering provision meets Health & Safety requirements and practical cooking skills	Unit 5: Be able to propose a Hospitality & catering provider and practical cooking skills
Graphic Design	Skills boosters: Students will develop skills using graphic design software such as Adobe Illustrator, Adobe Photoshop.	Research - Students will develop ideas through investigations, demonstrating critical understanding of sources of graphic designers.	Idea generation - Refine design work for a series of album artwork covers by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and	Ideas developments - Developing ideas for a series of album artwork covers through recording ideas, observations and insights relevant to intentions as work	Completing final product - Students will work towards the completion of their final series of album artwork covers.	Evaluation and catch up - Students will complete a range of evaluations relevant to their projects and complete all unfinished work.
3D Product Design	Skills boosters - mini practical project that is skills based using woods & plastics	Introduction to project themes. Tutorials, project ideas, working in a sketchbook, demonstrating critical understanding of sources of designers.	Idea generation - Refine design work for a docking station, storage item or wildlife housing experimenting with drawing techniques, selecting and experimenting with appropriate media,	Modelling - model making taking different forms, paper, card, styrofoam, wood, plasticine, google sketch up and various other methods of recoring, trialing & sampling.	Completing final product - Students will work towards the completion of their final product	Completing final product - Students will work towards the completion of their final product

## KS4 Year 11

Subject	Year 11 Autumn 1	Year 11 Autumn 2	Year 11 Spring 1	Year 11 Spring 2	Year 11 Summer 1	Year 11 Summer 2
Hospitality & Catering	Practice for unit 2 NEA task	NEA Unit 2 task	NEA Unit 2 task	Theory, exam revision & prep	Theory, exam revision & prep	N/A
Graphic Design	Completing final product - Students will work towards the completion of their final product	Completing final product - Students will work towards the completion of their final product	Exam Project released- developing ideas, starting points, research and drawings	Developing exam project with artist inspiration, experiments and trials	Exam preparation/Return to Portfolio project to make improvements	N/A
3D Product Design	Completing final product - Students will work towards the completion of their final product	Completing final product - Students will work towards the completion of their final product	Exam Project released- developing ideas, starting points, research and drawings	Developing exam project with artist inspiration, experiments and trials	Exam preparation/Return to Portfolio project to make improvements	N/A

## KS5 BTEC Art & Design

	Level 3 NQF National Diploma in Art and Design
Year 12	External exam Unit 1: Visual recording & communication
	External exam Unit 2: Critical & Contextual sources in Art & Design
	Unit 4: Materials, Techniques and Processes in Art and Design
	Unit 3: The Creative Process
Year 13	Unit 13: 3D Design, Materials, Techniques and Processes
	Unit 14: Textile Materials, Techniques and Processes
	Unit 5: Developing an Art and Design Portfolio
	External exam - Unit 7: Developing and Realising Creative Intentions

## Feedback Policy

Our feedback policy has been written to establish a broad, consistent approach to the way in which students receive feedback so they feel valued and have a clear understanding of how well they are doing and know how to improve.

\*See separate policy for more information