

Year 7 – 2 hours/fortnight	Contents summary
Food	
Theory	Health and safety and Food hygiene. Weighing and Measuring. Healthy eating and 5 a day. Sensory analysis. Food miles and environmental impact on food choices.
Design skills	Designing for a situation and user. Designing a fruit smoothie for a group taking into account different tastes. Self-evaluation of practical work.
Practical skills	Pupils create a range of sweet and savoury products using a wide range of skills. Towards the end of the module pupils will be encouraged to be creative and choose specific ingredients to add to their products.
Textiles	The design and manufacture of a puggly
Theory	Health and safety and design process
Design skills	Analysis of design brief and specification Developing creativity Designing for target markets Planning for an end user Evaluation using peer assessment
Practical skills	Introduction and use of hand stitching, using a range of stitches: sewing on buttons and other decorative items. Stuffing and sealing toy.
Product Design	Design and make projects: Travel game, automatic lamp, key fob, note holder
Theory	Health and safety and design process, properties of materials, processes and manufacture
Design skills	Analysis of design brief and specification Researching existing products Developing creativity Designing for target markets Planning for an end user Evaluation using peer assessment
Practical skills	Use a variety of tools and equipment including soldering electronic components, various hand tools and machinery to cut, shape, finish and assemble products

26 hours per group in each area over the academic year.

Year 8 – 2 hors/fortnight	Contents summary
Food	
Theory	6R's. Healthy eating and the Eatwell plate - evaluation of diets. The energy balance, energy needs of different target markets.
Design skills	Designing for a situation and user. Design and Make Assignment Smiley face pizza. Creation of innovative fillings for products such as tear and share bread and pasty. Self-assessment of all practical work. Examining existing products.
Practical skills	Pupils create a range of sweet and savoury products using a wide range of skills. Pupils will develop on the skills learnt in year 7 and create more complex dishes, with more scope for individual choices.
Textiles	The design and manufacture of a cushion cover
Theory	Introduction of materials and components –source, fibres, yarns. Sewing Machine techniques and names
Design skills	Analysis of design brief and specification Developing creativity Designing for target markets Planning for an end user Evaluation using peer assessment
Practical skills	Introduction and use of basic textiles techniques and introduction to the sewing machine
Product Design	Design and make projects: Clock, amplifier and phone holder
Theory	Health and safety and design process, properties of materials, processes and manufacture
Design skills	Analysis of design brief and specification Researching existing products Developing creativity Designing for target markets Planning for an end user Evaluation using peer assessment
Practical skills	Use a variety of tools and equipment including soldering electronic components, various hand tools and machinery to cut, shape, finish and assemble products