

PURPOSE OF STUDY

Design and Technology at Mark Rutherford School aims to inspire and motivate students through a rigorous and stimulating curriculum, students develop their skills and understanding through a wide range of experiences via a rotation, using different materials including food, looking at variety of different contexts throughout the key stage.

Year 8 sees the students extend their knowledge and skills through a wide variety of contexts looking at past designers, as well as the role and responsibilities of designing for the modern world. Students embed these skills again by working in multi-material areas and extend knowledge and skills through a wide variety of contexts ensuring students have experiences that will help set them up for study at KS4.

In Food and Nutrition, students understand and apply the principles of nutrition and health. They cook a repertoire of predominantly savoury dishes so that they are able to feed themselves and others a healthy and varied diet. Students become competent in a range of cooking techniques [for example, selecting and preparing ingredients; using utensils and electrical equipment; applying heat in different ways; using awareness of taste, texture and smell to decide how to season dishes and combine ingredients; adapting and using their own recipes] understand the source, seasonality and characteristics of a broad range of ingredients.

Rotation 1 DT	Rotation 2 DT	Rotation 1 FOOD		Rotation 2 FOOD	
Health & Safety Acrylic Clock	Health & Safety 3D Room/Architectural model	Food & Nutrition		Food & Nutrition	
Recap Health & Safety requirements - including workshop rules and contract. Design: Research and exploration – looking at the work of designers/design eras. (Memphis/Alessi) Communicate ideas using a range of initial sketches followed by more detailed annotated drawings. Make: Select and use specialist tools and equipment, techniques and processes -	Recap Health & Safety requirements - including workshop rules and contract. Design: drawing a room plan and isometric room design inspired by their own room Research and exploration – Pop Art aesthetic Make: exploration of card construction methods to create furniture. Project focus is to strengthen pupil accuracy and drawing skills, to ensure a solid foundation skill set.	Recap food hygiene and introduction of where bacteria come from. Nutrition- Macro and Micro Nutrients Cereals – wheat. primary and secondary processing Sauces and gelatinisation	Recap- Eat well Guide/ healthy eating Seasonal cooking food provenance. Food Science Caramelisation. Planning and evaluation of signature dish.	Special diets Factors affecting food choices Food waste- exploring Food waste and its effects on the environment. Cake making- methods adapting recipes for Healthy Eating	Labelling- Traffic light labelling Raising Agents- Mechanical and Chemical. Pastry- Making; shortening and Lamination. Sensory Analysis and evaluation- sensory Charts and descriptors. Food Storage

<p>Focus on accuracy and quality of finish.</p> <p>Industrial manufacturing techniques – Design development using traditional modelling and CAD - laser cutter.</p> <p>Evaluation: of traditional manufacturing techniques verses CAD CAM.</p> <p>Evaluation: against a specification, taking into account the views of others</p>	<p>Evaluate: Against a specification, taking into account the views of others.</p> <p>Technical knowledge: Drawing in plan and isometric view.</p> <p>Paper and card construction techniques.</p> <p>Use of cutting tools.</p>				<p>Sugar- processing ; types and its impact on our health</p>
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