

<b>Subject Name:</b>	<b>Design &amp; Technology: Food, Textiles &amp; Product Design</b>
<b>Curriculum Intent Statement</b>	
<p>Purpose of study Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.</p>	
<b>Autumn Term 1</b>	
<p><b>Product Design Unit</b></p> <ul style="list-style-type: none"> <li>• Health &amp; Safety in a workshop</li> <li>• Coat hook project, Craft skills.</li> <li>• Product ion plan, materials and components knowledge.</li> <li>• Computer 2D design knowledge and practice, laser cuttings products</li> </ul>	
<b>Autumn Term 2</b>	
<p><b>Textiles Unit</b></p> <ul style="list-style-type: none"> <li>• Health and Safety in the workroom,</li> <li>• Introduction to machinery and practical skills.</li> <li>• Design and create project (Day of the Dead).</li> <li>• Pattern cutting task and knowledge.</li> <li>• Practical activity (tie dye embellished bag or cushion) to create individual outcome</li> </ul>	
<b>Spring Term 1</b>	
<p><b>Food Unit</b></p> <ul style="list-style-type: none"> <li>• Food and Nutrition</li> <li>• Nutrition, eat well guide,</li> <li>• food safety, Hygiene, Practical skills,</li> <li>• seasonality, provenance, working to a recipe,</li> <li>• Health and safety, organisation, planning</li> </ul>	

## **Spring Term 2**

### **Product Design Unit**

- Health & Safety in a workshop
- Coat hook project, Craft skills.
- Product ion plan, materials and components knowledge.
- Computer 2D design knowledge and practice, laser cuttings products

## **Summer Term 1**

### **Textiles Unit**

- Health and Safety in the workroom,
- Introduction to machinery and practical skills.
- Design and create project (Day of the Dead).
- Pattern cutting task and knowledge.
- Practical activity (tie dye embellished bag or cushion) to create individual outcome

## **Summer Term 2**

### **Food Unit**

- Food and Nutrition
- Nutrition, eat well guide,
- Food safety, Hygiene, Practical skills,
- seasonality, provenance, working to a recipe,
- Health and safety, organisation, planning