Year 7: Our curriculum intent is: The aim of the Art, Design and Technology Derby Moor Curriculum is to ensure that all pupils are inspired to become creative, to develop their practical skills whilst also understanding the unique properties and qualities that different materials have. We also encourage our pupils to experiment, to invent and to create their own design ideas in our workshops, so they can practise their "hands -on" skills and develop a portfolio of work. At Key Stage 3, our curriculum is structured so pupils can build on skills and knowledge year by year; there are frequent cross curricular links to other subjects and topics plus all of the projects we undertake at Key Stage 3 are strongly linked to the relevant GCSE specification and to the world today.						
Term	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer 1	Summer 2
Topic (brief description)	Year 7 will study each module on a rotational basis. All pupils will cover all three subjects over the course of the year.					
	Bug Hotel Introduction to workshop safety, equipment, machinery and the design making process.	**Bug Hotel** Construct, finish and evaluate Bug Hotel project.	**Introduction to Food, Safety and Hygiene** Introduction to working in the Food Technology rooms to develop fundamental skills which will aid pupils ability to cook, bake and manage their time when creating dishes.	**Introduction to Food, Safety and Hygiene** Introduction to working in the Food Technology rooms to develop fundamental skills which will aid pupils ability to cook, bake and manage their time when creating dishes.	**Crazy Cushion Project** Pupils design and make a cushion inspired by the textile artist Holly Levell.	**Crazy Cushion Project** Pupils design and make a cushion inspired by the textile artist Holly Levell.
Subject Specific Skills	Health and Safety in the work shop, working with basic hand tools and machinery, One-point perspective. Analysis of existing products.	Joining methods. Creative thinking and problem solving. Finishing techniques. Woking with a range of materials. Reflective practice.	Demonstrating health and safety and hygiene rules in the food room. Knife skills, hob skills, oven safety, combining ingredients. **Recipes: Couscous, pasta salad, pizza dough and toppings**.	Wet mixture. Creating dough, kneading and proving. Cooking and handling meat and other foods that require the prevention of cross contamination. Reflective practice. **Recipes: Meat and Veg kebabs and cupcakes.**	Sewing machine skills and basic hand sewing skills **such as running stitch, cross stitch, French knot.** **Mark Making** Techniques: Applique & Embroidery	Designing and rendering. Creative thinking and problem solving. Analysis of designers. Reflective practice. **Developing dexterity and fine motor skills.**
Previous Links	National Curriculum link to KS3 and reference to previous skills from KS2 are available to demonstrate how the Design & Technology Curriculum, strengthens students prior learning and develops these skills further in preparation for KS4. Technology Student is a useful website for extra reading on design and technology curriculum.					
Cross-curricular Skills	Maths: measuring materials and working with accuracy. Science: understanding material properties and environmental issues. English: opportunities for extended writing and reading aloud.	Maths: measuring materials and working with accuracy. Science: understanding material properties and environmental issues. English: opportunities for extended writing and reading aloud.	Maths: measuring and weighing ingredients Science: science behind kneading, boiling/freezing points. Bacteria and food poisoning.	Maths: measuring and weighing ingredients Science: science behind kneading, boiling/freezing points. Bacteria and food poisoning.	Maths: measuring materials and working with accuracy. Art: analysis of others works and drawing. English: opportunities for extended writing and reading aloud.	Maths: measuring materials and working with accuracy. Art: analysis of others works and drawing.: opportunities for extended writing and reading aloud.
Post 16 and beyond: The structure of our curriculum in Key Stage 3 flows into the KS4 and KS5 examined content. In Design and Technology, we provide students with essential skills and knowledge to prepare them for the next step in their lives and equip them with confidence to carry these skills through life wherever that is work or further education.						