



Rotation A: Product Design	
Topic	<p>COOKING SKILLS In this project students will understand and apply a range of elements from the food preparation nutrition National Curriculum focusing mainly on Health and Safety, Food Hygiene, Diet, Cooking Skills and Evaluating. In the first half term students will:</p> <ul style="list-style-type: none"> Identify and develop a range of culinary skills to help prepare and cook dishes safely and hygienically. Learn about the different Methods of preparing food as well as the physical and working properties of some ingredients in order to select commodities with consideration for purpose as well as social and environmental factors. Explain the different classifications of commodities using the Eatwell Guide as well as the source, seasonality and characteristics of some ingredients. Students will create formal design drawings and diagrams and so further develop their ability to communicate using standard processes in Design & Technology.
Assessment	<p>Progress Check 2 Approximate Date of Assessment Week Beginning: Students will be assessed on their ability to</p> <ul style="list-style-type: none"> Identify the classification of commodities on the Eatwell guide and what commodities go in each section correctly. Work safely, applying good safety and hygiene practices in the production of food products. Identify where to correctly store dry ingredients as well as the different sections of the refrigerator.
	<p>COOKING SKILLS In the second half of the term students will:</p> <ul style="list-style-type: none"> Continue to develop core principles of nutrition and health by cooking a repertoire of predominantly savoury dishes so that they are able to feed themselves and others a healthy and varied diet. Understand the need for a balanced healthy diet and the impact of deficiency and excess on the body. Produce a range of dishes using specialist tools and equipment, specialist techniques and computer programs to evaluate nutritional references. Students will have experiences in a range of cooking techniques for example, selecting and preparing ingredients, using utensils and electrical equipment and applying heat in different ways. Evaluate dishes using a sensory analysis as well as comparing them to their final design or other similar products and making an overall judgement of their level of success.
	<p>MILESTONE 1 Approximate Date of Assessment Week Beginning: Students will be assessed on their ability to</p> <ul style="list-style-type: none"> Refer to formal drawings and annotated sketches to produce a dish safely and effectively applying appropriate making and presentation skills. Evaluate their finished product and justify any changes they have made. Show an understanding of a balanced healthy diet and the impact of deficiency and excess on the body.



Rotation B: Textiles	
Topic	<p>CUSHION COVERS or TOTE BAG Pupils will start by dissecting a design brief linked to the WWF charity and make a choice on the product they would like to manufacture. They will then practice a variety of different decorative techniques including hand sewing, machine sewing and appliqué. Students will then research into tie dye looking at how different patterns are formed, practicing their tonal shading whilst drawing them. Finally students will produce their own creative designs for their chosen product meeting the requirements of the design brief. Once designed students will then do a written piece explaining their design ideas and justifying their overall final design.</p>
Assessme	<p>Progress Check 2 Approximate Date of Assessment Week Beginning:</p> <ul style="list-style-type: none"> • Students will describe different techniques for tie dye. • Students will evaluate existing research of animal themed designs. • Students will produce a variety of create design ideas, showing high rendering skills and explain design choices.
	<p>CUSHION COVERS or TOTE BAG In the second half term students create an individual method of manufacture to produce their own cushion cover or tote bag design. They will then have practical lessons where they manufacture their design. Once this has been completed they will then evaluate their finished work, comparing it to their final design and making an overall judgement of their level of success.</p>
	<p>MILESTONE 2 Approximate Date of Assessment Week Beginning:</p> <ul style="list-style-type: none"> • Students will have created a high quality cushion cover or tote bag which includes specified design elements. • Students will have evaluate their finished product, justifying the design choices they have made.



Rotation C: Computing	
Topic	<p><u>Flash Animation</u></p> <p>Pupils will develop their own flash animation from designing to create an electronic version of their animation. In this animation they will cover the following:</p> <ul style="list-style-type: none"> • Demonstrate how to use basic flash tools. • Explain and demonstrate what frame animation is. Explain and demonstrate how to use Layers. • Explain and demonstrate how to apply multiple effects. • Explain the advantages and disadvantages of flash animation.
Assessme	<p><u>Progress Check 3</u></p> <p>Approximate Date of Assessment Week Beginning:</p> <p>The assessment will be on the classwork that they have produced and provide them with written targets in order to support them to move forward.</p>
	<p><u>Flip Book Animation</u></p> <p>Pupils will learn what flipbook is, design their own flipbook and then create it. This will develop their animation skills, pupils will do this by doing the following:</p> <ul style="list-style-type: none"> • Explain what flipbook animation is. • Describe the advantages and disadvantages of flipbook animation. • Develop and create a storyboard to cover the main areas of their flipbook. • Create there storyboard in a flipbook format.
	<p><u>MILESTONE 3</u></p> <p>Approximate Date of Assessment Week Beginning:</p> <p>The assessment will be on the classwork that they have produced and provide them with written targets in order to support them to move forward.</p>

SUBJECT: Year 8 D&T (Creative Technology)



	Topic	Assessment
Rotation A: Product Design	FOOD SKILLS	Refer to annotated sketches to produce a range of dishes safely and effectively, applying appropriate methods and technical skills. Identify the classification of commodities on the Eatwell guide and what commodities go in each section correctly. Identify the correct storage of dry and perishable foods. Evaluate their finished product and justify the design choices they have made.
Rotation B: Textiles	CUSHION COVERS or TOTE BAG	Students will have created a high quality cushion cover or tote bag which includes specified design elements. Students will have evaluate their finished product, justifying the design choices they have made.
Rotation C: Computing	FLASH ANIMATION / FLIPBOOK CREATION	Pupils will develop their own flash animation from designing to create an electronic version of their animation. Pupils will learn what flipbook is, design their own flipbook and then create it. The assessment will be judged on the classwork that they have produced and provide them with written targets in order to support them to move forward.