Design and Technology at Meols Cop High School
At Meols Cop High School, our Design and Technology curriculum aims to inspire student curiosity, creativity and a lasting interest in learning through problem solving. We attempt to help students to develop their imaginations, sensitivity and creative responses to a wide range of aesthetic experiences.

Year 7

- Students to develop as designers and understand functionality in Design and Technology
- Students to develop a range of practical skills in all material areas
- Students will gain an appreciation for how design impacts their lives
- Students will be given opportunities to express themselves through designing and making

Textiles and Fashion	Food Preparation and Nutrition
Fundamentals of Textiles and Fashion Health and Safety in the textiles classroom. Understanding fibres and fabrics. Exploring and refining sewing machine skills. Basic pattern block construction. Practical construction.	**Healthy Eating** Health and Safety in the kitchen. Understanding the principles of nutrition. Understanding food labelling. Practical application.
Graphic Design	**Timbers and Plastics**
What is Graphic Design? Introduction to photoshop, typography and design principles. Exploring photomanipulation of digital collage. Applying principles and skills to chocolate bar designing. Practical application in completing advertisement flyer.	**Face garden planter** Health and Safety in the workshop. Exploring the work of others. Sketching and designing. Practical construction.

Year 8

- Students to develop as designers and understand functionality in Design and Technology
- Students to develop a range of practical skills in all material areas
- Students will gain an appreciation for how design impacts their lives
- Students will be given opportunities to express themselves through designing and making

Textiles and Fashion	Food Preparation and Nutrition
Designing to Communicate and Support Others Recognising the application of smart and modern textiles in the everyday. Understanding the importance of designing for society. Exploring and refining hand embroidery skills. Transferring designing outcomes to a practical product. Practical construction.	**Savoury Foods** Understanding the importance of diet and good health. Application and understanding of the Eatwell Guide. Appreciating factors affecting food choice. Practical application.
Graphic Design	**Timbers and Plastics**
Designing for Film Recapping fundamental photoshop skills. Recapping the fundamentals of typography. Exploring different design styles. Analysing film posters – focus on hierarchy, colour, type style, visual language and genre conventions. Designing and creating digital poster compositions.	**Night Light** Completing high level product analysis. Application of 2D Design for designing outcome. Exploring the use of PCB's and soldering skills. Practical construction.

Year 9

- Students to develop as designers and understand functionality in Design and Technology
- Students to develop a range of practical skills in all material areas
- Students will gain an appreciation for how design impacts their lives
- Students will be given opportunities to express themselves through designing and making

Textiles and Fashion	Food Preparation and Nutrition
Design and Make Fashion Accessory Exploration Understanding the needs of a client. Analysing the work of others. Exploring the application of modern technology. Exploring designing of fabric outcomes. Applying knowledge and skills to a scenario. Practical construction.	**Recipe Exploration and Planning** Recapping fundamental cooking methods. Refinement of practical skills. Understanding the culture of food. Exploring dietary requirements. Practical application.
Graphic Design	**Timbers and Plastics**
Album Artwork Understanding the core principles of design. Exploring how these can be implemented in a range of designed outcomes: logo designs, app icons, business cards, album covers. Working In the style of Milton Glassier. Exploring and working in the style of low poly art.	**Sunglasses Explore and Card Prototyping** Designing for aesthetics and ergonomics. Using CAD as part of a practical outcome. Modelling for ergonomics. Designing for a client. Working with and exploring nets to model. Practical construction.

Textiles and Fashion

Year 10 GCSE

The curriculum starts with the recall of key theory alongside the refinement of practical skills in the first term. These initial theory and skills are focussed on to ensure that they are embedded and students have a strong understanding before progressing further with the curriculum.

Practical skill building and outcomes are embedded throughout the curriculum as these are key to students' progression both in the written exam and the NEA portfolio.

Autumn Term 1	Spring Term 1	Summer Term 1
Skill Development Specialist Materials	Designing and Making Energy and Materials	Designing and Making Designing Principles
Autumn Term 2	**Spring Term 2**	**Summer Term 2**
Designing and Making New and Emerging Technologies	Designing and Making Electronics and Mechanical Devices	NEA Portfolio Making Principles

Year 11 GCSE

Autumn Term 1	Spring Term 1
NEA Portfolio Paper and Metals	NEA Portfolio Theory Recap and Exam Preparation
Autumn Term 2	**Spring Term 2**
NEA Portfolio Polymers and Timbers/Textiles	NEA Portfolio Theory Recap and Exam Preparation

Timbers and Plastics

Year 10 GCSE

Autumn Term 1	Spring Term 1	Summer Term 1
Skill Development Specialist Materials	Designing and Making Energy and Materials	Designing and Making Designing Principles
Autumn Term 2	**Spring Term 2**	**Summer Term 2**
Designing and Making New and Emerging Technologies	Designing and Making Electronics and Mechanical Devices	NEA Portfolio Making Principles

Year 11 GCSE

Autumn Term 1	Spring Term 1
NEA Portfolio Paper and Metals	NEA Portfolio Theory Recap and Exam Preparation
Autumn Term 2	**Spring Term 2**
NEA Portfolio Polymers and Timbers/Textiles	NEA Portfolio Theory Recap and Exam Preparation

Hospitality and Catering

Year 10 GCSE

Unit 1 enables learners to gain and develop comprehensive knowledge and understanding of the hospitality and catering industry including provision, health and safety, and food safety. This unit is externally assessed during Year 11 through a written examination which contributes 40% to the overall qualification grade.

Autumn Term 1	Spring Term 1	Summer Term 1
Hospitality and catering providers. Working in the hospitality and catering industry.	The operation of the front and back of house. Customer requirements in hospitality and catering. Hospitality and catering provision to meet specific requirements. Health and safety in hospitality and catering provision.	The Environmental Health Officer (EHO). Understanding the importance of nutrition. How cooking methods can impact on nutritional value. Factors affecting meal planning.
Autumn Term 2	**Spring Term 2**	**Summer Term 2**
Working conditions in the hospitality and catering industry Contributing factors to the success of hospitality and catering provision	Food Safety Food related causes of ill health Symptoms and signs of food-induced ill health Preventative control measures of food-induced ill health	Practice NEA

Year 11 GCSE

Unit 2 enables learners to develop and apply knowledge and understanding of the importance of nutrition and how to plan nutritious menus. They will learn the skills needed to prepare, cook and present dishes.
They will also learn how to review their work effectively. This unit is internally assessed through controlled assessment. The assessment contributes 60% to the overall qualification grade.

Autumn Term 1	Spring Term 1
NEA completion	Exam revision
Autumn Term 2	**Spring Term 2**
Exam revision	Exam revision