Subject	
Year 8	
Big Picture	In Design and Technology in year 8 pupils will study each of the units of work below for a period of 8 weeks. They will then rotate to the next specialism to learn another area of technology. Pupils learn four specialisms in Year 8 which are: Resistant Materials and Graphics Digital Literacy Fashion and Textiles Food and Cookery
Zoom in	Resistant Materials and Graphics – 9 weeks In Year 8, pupils will build on their understanding of the design wheel to research, plan, make, and evaluate a product. They will apply the knowledge and skills gained in Year 7, particularly in logos and branding, to develop their own ideas. Pupils will learn how to present their research and concepts effectively before creating food packaging designs. The project will conclude with pupils making their products and completing a thorough evaluation of their work. Digital Literacy - 9 weeks Pupils will build on the digital literacy skills they learnt in year 7. They will start the project by re-capping how to be safe online and how to use the school systems like teams and outlook. Pupils will then develop their use some basic functions in Excel in order to create formulas. They will also start to build on their use of computing knowledge to make a stop motion animation and will continue to build their computer programming knowledge using microbit. Food and Cookery - 9 weeks This unit is the second to be undertaken by pupils on a Food & Cookery course. Students will prepare and cook an array of predominately savoury nutritional dishes using a range of medium level skills for example: Couscous Salad using appropriate knife skills safely such as the Bridge Hold and Claw Grip to prepare fruit and ribbons of vegetables. Additionally, Apple Crumble and Cheese Scones incorporating the 'Rubbing in' technique. Also, Macaroni Cheese using an 'All in One' sauce, Toad in the Hole making a batter, Fish Stack and Savoury Muffins will be undertaken. Pupils will demonstrate the safe use of a hob, grill plus oven. Furthermore, pupils will gain sufficient knowledge and understanding in cooking methods for instance: boiling, simmering, grilling and baking. The Eatwell Guide will be explored and pupils will recognise some of the importance of making the right choices

	for a healthier lifestyle. Fashion and Textiles – 9 weeks This unit allows pupils to develop their hand sewing skills in order to plan and make a puppet. The puppet will be based on research carried out about illustrator Mary Blair and Tim Burton. They will then be able to use the product they have made to perform a play in the puppet theatre. Pupils will complete the project by evaluating what they have made.
Pitch it up	Resistant Materials and Graphics Pupils will explore how to design and create eye-catching food packaging that appeals to a target audience. They will learn how digital design software can be used to bring their branding ideas to life and how these designs can be transferred onto physical packaging. Throughout the project, pupils will be encouraged to experiment with different materials and techniques, helping them develop creative thinking and problem-solving skills. Digital Literacy Pupils will be challenged to use computer programming software in order to make animations. Pupils will stretch their knowledge as they start to explore how software can be used to store and manage data. Fashion and Textiles Pupils will work independently in lessons, creating their own designs and using a range of drawing skills. Pupils will learn to use hand sewing techniques to make their puppet and then be challenged to write and produce a script that involves using their puppet in a performance. Food and Cookery Pupils will work with independence in Food and Cookery practical lessons, preparing and cooking an array of nutritional dishes. Pupils will be challenged to plan, make and evaluate their own dish at the end of the project and the most able pupils will be asked to include a number of specialist skills when doing this.

Pre-requisite knowledge	3D, Graphics, Textiles and Fashion, Food and Cookery and Digital Literacy Many of the skills, tools and equipment used in the year 8 projects will be skills previously learnt in Year 7. Pupils will build on what they learnt in year 7 and develop skills in each specialism by having specific tasks where they plan and make.
Wider framework next steps	Resistant Materials and Graphics Through this project, pupils continue to build confidence in using design software and basic making tools. They apply their understanding of logos, branding, and packaging design in a practical way, helping to strengthen both their creative and technical skills. The experience of developing and presenting ideas, along with making a final product, supports their progression into more advanced design challenges in Year 9 and helps them build transferable skills useful across the wider curriculum. Digital Literacy Pupils will of developed skills that they can apply and develop further in year 9. These include using their presentation skills and knowledge of soft ware. Pupils will go on to develop their understanding of data further and also their computer programming skills. The knowledge and skills taught will help them in all subjects at school as well as support them to get used to using multiple platforms within Computing. Fashion and textiles Learning hand sewing techniques is beneficial for future projects and for use at KS4. Being able to research and present information about artists and designers is a valuable skill in textiles and art and design at KS4. Pupils also develop their evaluating skills which they will build on each year at KS3 so that they are ready for KS4. Food and Cookery The practical skills pupils learn in this project help them to develop their confidence when preparing and cooking. The theory work involved in this unit gives the pupils more knowledge of important information required in the subject at Key Stages 4.
Curriculum hinterland	Resistant Materials and Graphics Pupils will explore how graphic design shapes the world around them, particularly in the context of food packaging and branding. They will research the theory behind logos and brand identity, gaining insight into how advertising influences consumer choices. This helps pupils develop a deeper understanding of the role design plays in everyday life and the wider commercial world. Digital Literacy

	Pupils will look at how animation as developed through history and how moving image has effected our world. Fashion and Textiles Pupils will discuss how illustration has developed in relation to Mary Blair and Tim Burton and how this has influenced the film industry and wider world of popular culture. Food and Cookery Pupils will learn about healthy eating in relation to the body and how the body functions. Pupils will also learn important life skills linked to how to plan, make and clear away meals.
Authentic connections inc. SMSC	**Spiritual** The DT projects provide students with the opportunity to explore designs from all over the world and the global impact of the production of products. Understanding how design decisions can impact culture and religion is important in textiles, RM, graphics and food and cookery. **Moral** By developing individual skills, confidence, independence and creativity through practical lessons. Pupils will be equipped with the appropriate training and knowledge to manage their own safety in the D&T workshops. Pupils will consider moral aspects of how products are produced including global food production and clothes production in textiles. This will include looking at factories in parts of the world and also waste. **Social** Pupils will learn how to develop skills and then apply them whilst working alongside others. This will develop their social skills as they will need to communicate effectively with those around them in design technology lessons. Communication, and respect for others' ideas is an important part of working in a practical environment. **Cultural** Pupils will look at influences from different cultures across food, textiles and graphic design and digital literacy. The year 9 DT projects exposes students to a wide range of different cultural aspects including foods from around the world, cultural dress and fabrics in textiles, manufacturing in different parts of the world and how ICT connects us as a global community.
Careers	In design technology lessons teachers will make direct links to careers and to how the skills they are learning link to the world of

	work and specific jobs and careers. Pupils learn important health and safety lessons that are relevant to the jobs and careers. They follow design briefs and have to met deadlines with their projects which also prepares them for their future job roles. **Textiles** Fashion Designer – Designing clothing and accessories. Textile Designer – Creating patterns and fabrics for clothing, furnishings, or interiors. Costume Designer – Designing outfits for theatre, TV, or film. Interior Designer – Selecting fabrics and finishes for interiors. **Resistant Materials** Product Designer – Designing useful, functional objects like tools, furniture, or home products. Furniture Maker / Designer – Creating custom or mass-produced furniture pieces. Model Maker – Making scale models for architecture, engineering, or film. Jewellery Designer/Maker – Crafting items using metal and other materials. Cabinet Maker / Joiner – Skilled woodworkers who make cabinets and high-quality furniture **Food and Cookery** Chef / Head Chef – Cooking in restaurants, hotels, or cruise ships. Pastry Chef / Baker – Specialising in breads, pastries, and desserts. Catering Manager – Organising food services in schools, hospitals, events, or businesses. Restaurant Manager – Overseeing the daily running of a restaurant or café. Barista / Front-of-House Staff – Customer service in cafés or restaurants. **Digital Literacy** Software Developer / Programmer – Writing code for apps, games, websites, and systems. App Developer – Creating mobile apps for Android or iOS devices. Game Developer – Designing and coding video games. Web Developer – Building websites and online platforms (front-end, back-end, or full stack). UX/UI Designer – Making websites and apps user-friendly and visually appealing

Resources
Resistant Materials and Graphics Pupils who wish to develop further knowledge on the areas of study covered in Year 7 3D and Graphics Below are some of the videos that we use in this unit of work. https://m.youtube.com/watch?v=GmNOsHgsyTg

https://www.youtube.com/watch?v=KAx390oVKuo&app=desktop
https://www.youtube.com/watch?v=egNoYDtYVzE&app=desktop
https://www.youtube.com/watch?v=GRscxQFLCx4&a

Digital Literacy
https://www.bbc.co.uk/bitesize/topics/zkgcwmn/articles/zdn3d6f
https://www.thinkuknow.co.uk/11_13/
https://makecode.microbit.org/

Fashion and Textiles
Below are some of the videos that we use in
this unit of work.
https://www.youtube.com/watch?v=_xnbSc51pGw
https://www.youtube.com/watch?v=C8vA0UwLS70
https://www.youtube.com/watch?v=EZRscF-zVz4
https://www.youtube.com/watch?v=6X0cgWHhZX8

Food and Cookery
Students who wish to develop further knowledge on the areas of study covered in Year 8 Food can research areas on the link below on Food A Fact Of Life.
Below are some of the videos that we use in this unit of work.
https://youtu.be/HY_ygiwVICM
https://youtu.be/gbJxgRqzN3A
https://youtu.be/zFoD3F-nlec
https://youtu.be/i3GfrZR2DUE
https://youtu.be/zFoD3F-nlec
https://www.youtube.com/watch?v=62O868-bYOk
https://youtu.be/Gls9o6m2VHE

Assessments

Pupils will carry out base line assessments when they start each different specialism. These will be linked to the projects they will go on to study. Pupils will then be assessed throughout the projects on both their ability to answer theory questions and on their practical skills. Pupils will receive an ATL and a level for their work in each specialism.