

# Key Stage 3 Learning Journey

## Design and Technology & Food and Nutrition



**Bishop Challoner**  
Catholic Secondary School

### GCSE FOOD PREP & NUTRITION

**How it's assessed**  
50% of GCSE - Written exam: 1 h 45 m  
100 marks  
50% of GCSE - Non-exam assessment  
**Task 1:** Food investigation (30 marks)  
**Task 2:** Food Preparation assessment (70 marks)

### GCSE DESIGN & TECHNOLOGY

**How it's assessed**  
Written exam: 2 hours  
100 marks  
50% of GCSE

**Non-exam assessment (NEA):** 30-35 hours approx  
100 marks  
50% of GCSE

KS4

After choosing options in year 10, focus your studies in GCSE DT in years 10 -11, through exciting, real life projects.  
Deepen your understanding of DT in the world around us whilst developing products that help various needs and users.

#### FOOD PREPARATION & NUTRITION

**Design:**  
Use Art movements to inspire design ideas particularly art Deco and Nouveau.

**Materials:**  
Metals, looking at categories of metals and sources of origins

**Make:**  
Decorate jewelry using casting processes.

#### FASHION & TEXTILES

**Evaluate:**  
Product, skills, progression, knowledge.

#### GRAPHICS PRODUCT

**Knowledge:**  
Exploring Food Science different cuisines and the impact of deficiencies in the diet

#### PRODUCT DESIGN

**Design:**  
Adapting a standard recipe to make it more unique

#### YEAR 10

**Make:**  
Continuing to refine skills in order to demonstrate confidence when cooking a variety of dishes: Cheese Cake, Danish pastry, Risotto, Stroganoff and design own cultural meal.

**Evaluate:**  
How does science aid cooking? What is cuisine and how can deficiencies influence me?

#### GCSE OPTIONS



#### Jewellery Design

**Design:**  
Use materials and industry techniques to produce a series of designs, showing development from concept to final product.

**Materials:**  
A knowledge of sustainability within the fashion industry. Source pre-loved fabrics to be used for project.

**Evaluate:**  
What skills have you developed? Test your product and consider how you would improve it.

**Make:**  
Use a wide range of skills, materials and joints. To develop high quality craftsmanship Memory game. Use CAD and 2D Design.

#### FOOD PROJECTS

**Design:**  
Practicing Isometric Projection and rendering skills. Orthographic projection.

**Design:**  
Designing for children. How do we make a product fun, educational and safe?

**Materials:**  
Polymers Classification. What is a polymer? Electronics What is a circuit?

#### Memory Game



#### Bag/T-shirt design PROJECT

**Design:**  
Use industry methods to produce a range of designs suited to the brief.

**Materials:**  
An introduction to polymers and using forming.

**Make:**  
Use different moulds to form polymers using vacuum forming machine. Use CAD with 2D Design.

**Evaluate:**  
Does your product work? ACCESS FM. How can you fix problems?

**Design:**  
Adapting products in order to meet the needs of a specific brief

**Knowledge:**  
What are the implications of not following the Eatwell guide, seasonal produce, food ethics & healthy eating

**Design:**  
Refine skills and develop new skills and make: Cookies, Bread

**Make:**  
Rolls, Pizza, Swiss roll, Vegetable cuts, stir fry, Paella, Chilli con carne and design own canteen .

**Evaluate:**  
How the moral skills and make: Consequences of food choice influences what we eat

#### YEAR 9

#### Technical Drawing PROJECT

**Design:**  
Designing for a fantasy city using single point and two pint perspective.

**Graphics:**  
Graphic technical drawing, Isometric, oblique and orthographic

**Make:**  
Beginning to use kitchen equipment to make; Home-made butter, Scones, Fruit Salad, Goujons, Muffins, Vegetable Soup, Pasta Bake, Bolognese and design own healthy lunch.

**Evaluate:**  
How successful we my products? Did they meet the brief?

#### Technical Drawing PROJECT

#### Puzzle Game PROJECT

**Evaluate:**  
What makes a good Bookend? How can you improve / modify your design?

**Design:**  
Design development of the bookend Identifying problems and creating solutions

#### TOP TIPS

Aesthetics Cost Customer Environment Safety Size Function Material

#### FOOD PROJECTS

**Knowledge:**  
Health and Safety in the Kitchen, The Eatwell Guide, Carbohydrates, Proteins and Heat Transfer

**Design:**  
Following recipes and adapting them to meet your preferences.

**Make:**  
Beginning to use kitchen equipment to make; Home-made butter, Scones, Fruit Salad, Goujons, Muffins, Vegetable Soup, Pasta Bake, Bolognese and design own healthy lunch.

#### YEAR 8

#### Bookend PROJECT

**Materials:**  
Wood classification. Where does timber come from? What types of motions, mechanisms and levers are used?

**Make:**  
Wood joints Use of hand tools and machines

**Introduction to the workshop:**  
Health and Safety

**Baseline Assessment:**  
What do you already know about DT?

#### YEAR 7

KS3

**YEAR 9 ROTATION**  
Design and Technology  
Food Nutrition  
Computing

Work in more depth on projects, honing your practical skills, improving your resilience & problem solving whilst developing independence in the workshop.

**KEEP CALM RETRIEVAL MAKES PERMANENT**

**YEAR 8 ROTATION**  
Design and Technology  
Food Nutrition  
Textiles

Work in more depth on projects, honing your practical skills, improving your resilience & problem solving whilst developing independence in the workshop.

**YEAR 7 ROTATION**  
Design and Technology  
Food Nutrition  
Computing

Experience a wide range of fun and exciting projects that teach you valuable skills in the workshop, understanding different materials and how they work.

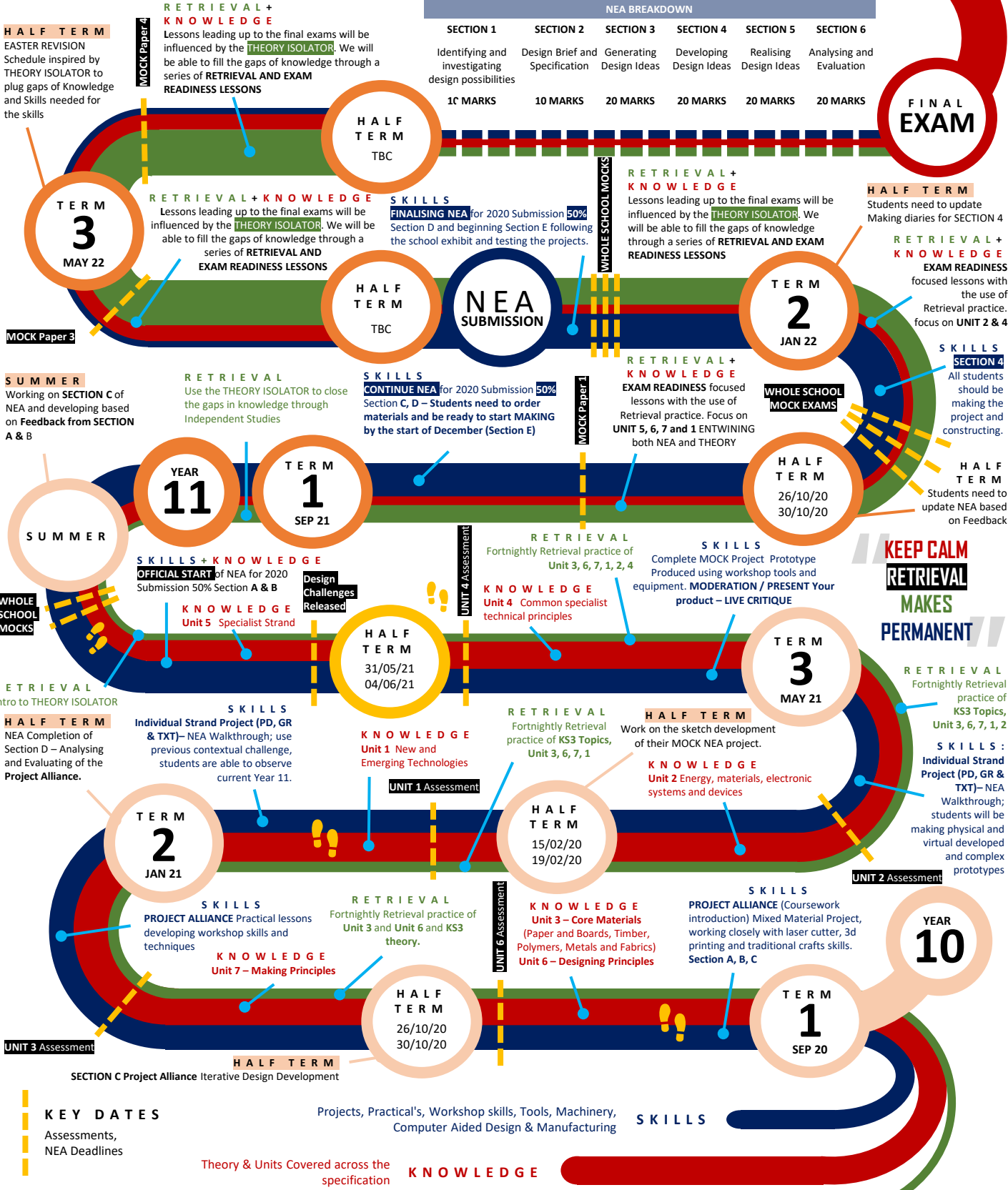


## AQA 8552 GCSE Design & Technology

ASSESSMENT OBJECTIVE WEIGHTINGS FOR GCSE DESIGN AND TECHNOLOGY

10% NEA	30% NEA	10% NEA	10% EXAM	40% EXAM
<b>AO1:</b> Identify, investigate and outline design possibilities to address needs and wants.	<b>AO2:</b> Design and make prototypes that are fit for purpose.	<b>AO3:</b> Analyse and evaluate: <ul style="list-style-type: none"> <li>design decisions and outcomes, including for prototypes made by themselves and others</li> <li>wider issues in design and technology.</li> </ul>	<b>AO4:</b> Demonstrate and apply knowledge and understanding of: <ul style="list-style-type: none"> <li>technical principles</li> <li>designing and making principles.</li> </ul>	

EXAM BREAKDOWN					
<b>Section A – Core technical principles (20 marks)</b> A mixture of multiple choice and short answer questions assessing a breadth of technical knowledge and understanding	<b>Section B – Specialist technical principles (30 marks)</b> Several short answer questions (2–5 marks) and one extended response to assess a more in depth knowledge of technical principles.	<b>Section C – Designing and making principles (50 marks)</b> A mixture of short answer and extended response questions.	• Written exam: 2 hours	• 100 marks	• 50% of GCSE



**KEEP CALM**  
RETRIEVAL  
MAKES  
PERMANENT