

CURRICULUM INTENT

We aim to develop visual literacy so that we can appreciate the rich diversity of art and design within our world.

The Design and Technology curriculum at Avanti Fields supports students to develop creativity and imagination through designing and making products that solve real and relevant problems. Students will need to consider their own and others’ needs, wants and values so that they acquire a broad range of subject knowledge and become designers that are conscious of the environment.

Cooking and Nutrition is taught as a separate subject within Design and Technology. Students will learn how to cook competently and apply principles of nutrition and healthy eating, building an understanding of the functions of ingredients through recipes in a dedicated food environment. Lessons will instil a passion for cooking and skills learnt can be used outside of the classroom.

THE AVANTI WAY

EDUCATIONAL EXCELLENCE



CHARACTER FORMATION



SPIRITUAL INSIGHT



Our curriculum is challenging, and students will be pushed so that they can excel. An environment is created where students can question, challenge, and reflect on their learning. Skills learnt at year 7 will be built on and developed as the student progresses students can develop a sense of mastery which emphasises depth of their knowledge.

This curriculum will encourage students to develop moral literacy through several ways. Students will be made to question and consider the environmental and societal impacts of their designs, recipes and methods throughout the years they study D&T. Students will be made to consider the health and nutritional values of ingredients and cooking methods, this will encourage students to use these skills outside of the classroom.

Encouraging students to question the moral impacts of their decisions in class will in turn encourage students to use these skills outside of the classroom and consider the impact of their decisions with a more global perspective. Conscientious choice making, courage, gratitude, empathy, and ethical decision making are all skills and attributes which embody the Avanti way of character formation.

Design and function can be influenced from the natural world which can encourage and develop a sense of awe and curiosity with the world

Making students consider environmental and societal impacts of their designs will allow students to appreciate the interconnectedness of everything living and appreciate the sacredness of everything living. This process encourages mindful creativity.

Students will be encouraged to nourish both their mind and body through considering the nutrition of recipes and cooking methods.



Design Technology at Avanti Fields

PROGRAMME OF STUDY

Students will be provided opportunities to develop the following knowledge, skills and understanding in design and technology:

- How to work safely within the DT and food room
- Demonstrating a range of skills when using wood, plastic, fabric, paper and card
- Working with a range of tools and equipment in food and DT room
- Understand how to measure, cut, assemble and join materials
- Incorporating science and maths in the subject
- Understanding of career opportunities within design and technology as well as food science and food nutrition

The formal elements span across all years and every project

KS3 POS: Please note, next academic year, the POS will be reviewed and revised version with new units for Y8 and Y9 will be implemented.

TERM	YEAR 7	YEAR 8	YEAR 9
AUTUMN 1 AUTUMN2 (Sept -Dec)	Monster Dolls - Intro to the Workshop Feeling confident in the workshop and learning how to be safe when using tools and machines.	Monster Dolls - Intro to the Workshop Feeling confident in the workshop and learning how to be safe when using tools and machines.	Monster Dolls - Intro to the Workshop Feeling confident in the workshop and learning how to be safe when using tools and machines.
SPRING (Jan - March)	Pop-up Book Students will learn about the use of different materials in products and produce their own pop-up card book.	Pop-up Book Students will learn about the use of different materials in products and produce their own pop-up card book.	Food & Nutrition Students to gain knowledge and understanding about healthy eating and food safety. Students are introduced to different foods, which allows them to understand where food comes from, as well as the different cooking methods.
SUMMER (May -July)	Food & Nutrition Students to gain knowledge and understanding about healthy eating and food safety. Students are introduced to different foods, which allows them to understand where food comes from, as well as understanding different cooking methods.	Food & Nutrition Students to gain knowledge and understanding about healthy eating and food safety. Students are introduced to different foods, which allows them to understand where food comes from, as well as the different cooking methods.	Handheld game Pupils learn how to solve more design briefs in a workshop setting.

ASSESSMENT AND FEEDBACK

Key knowledge is tested with questioning every lesson, teachers check for understanding of knowledge, processes, safety and techniques throughout each lesson.

Students are encouraged to fully complete their DT folders by recording learning that has taken place in the class. The folders require students to reflect on areas of the lesson where they have worked well and areas where they could improve. Not all folders will be fully complete as some students require additional time to complete practical skills in the lesson. Folders are self-assessed in addition to verbal feedback and students complete a reflection sheet for each project.

At the end of each project students will be assessed on their final practical work. Practical work will be based on 3 areas: textiles, paper/card and food and nutrition.

During the food and nutrition lesson students will be given verbal feedback at the end of each lesson where working practices and final product is assessed and future improvements.

SUPPORT AND GUIDANCE

Use of Google classroom to support students isolating or away from school for other reasons.

Students are encouraged to research information in their own time, as part of their homework. For example, students are asked to research different types of embroidery stitches, this could be carried out using the computer, using the library and produce notes. Students have also been given the option to produce a sample with the embroidery stitches they have researched.

EXTRA-CURRICULAR / SUPER-CURRICULAR OPPORTUNITIES

Use of Google classroom to support students isolating or away from school for other reasons.

During the course, there will be opportunities for students to engage in an afterschool club.

As DT is new to the school, clubs will given main priority to year 10 and year 9 initially to allow year 10 to catch up on skills from KS3 and also to allow a full hour for students to practise food skills.

Year 9 students will be given opportunities to work alongside year 10 to gain food skills and gain a better understanding and experience of cooking before picking their options.