Washington Academy

Learning Journey

DESIGN & TECHNOLOGY KS3

HOSPITALITY & CATERING
CONSTRUCTING THE BUILT ENVIRONMENT
DESIGN & TECHNOLOGY

KS4

CREATE A RANGE OF DESIGN IDEAS AND APPLY DESIGN COMMUNICATION TECHNIQUES IN BOTH 2D AND 3D USING HAND DRAWN SKILLS AND CAD.

TO COMPLETE A WORKING PROTOTYPE USING A RANGE OF MODELLING MATERIALS – PROBLEM SOLVING SKILLS

RESEARCH AND ANALYSE WORK OF EXISTING DESIGNERS – TAKE INSPIRATION TO INFLUENCE OWN IDEAS

FOOD RELATED CAUSES OF ILL HEALTH SYMPTOMS AND SIGNS PREVENTATIVE CONTROL MEASURES THE ENVIRONMENTAL HEALTH OFFICER (EHO)

ARCHITECTUAL INSPIRED DESIGN

FOOD TECHNOLOGY

EXPLORE A RANGE OF EXISTING PRODUCTS THROUGH RESEARCH AND PLANNING 20TH CENTURY DESIGN. FOLLOWING THE ITERATIVE DESIGN PROCESS

ANALYSE DESIGN BRIEF AND CREATE A DESIGN SPECIFICATION

UNDERSTANDING ERGONOMICS AND ANTHROPOMETRICS

DESIGN, 2D & 3D USING CAD

EVALUATE FINAL PRODUCT USING ACCESSFM CRITERIA, EXPLICITLY STATE REASONS FOR CHOICES. .

PRODUCE A RANGE OF DISHES – FOCUS ON HIGH LEVEL SKILL, PRESENTATION.

20TH CENTURY FURNITURE DESIGN

YEAR 9

GENERATING, DEVELOPING, MODELLING AND COMMUNICATING IDEAS DESIGN, 2D AND 3D USING CAD. INTRODUCTION TO NEW CAD SOFTWARE

TO COMPLETE A WORKING PROTOTYPE USING A RANGE OF MODELLING MATERIALS

COMPARE THE NUTRITIONAL NEEDS OF DIFFERENT GROUPS AND DIETARY REQUIREMENTS

NUTRITION AND THE EAT WELL GUIDE, MACRONUTRIENTS AND MICRONUTRIENTS

PRODUCE A RANGE OF DISHES – FOCUS ON CONTAMINATION, FOOD SAFETY

ANALYSE A RANGE OF EXISTING PRODUCTS CREATE A DESIGN SPECIFICATION (DESIRABLE & ESSENTIAL)

FURTHER DEVELOP DESIGN & MAKING SKILLS DIFFERENT TOOLS IN THE WORKSHOP

UNDERSTANDING OF ELECTRONIC CIRCUITS

SMALL LIVING SPACES

FOOD TECHNOLOGY

MINIMALIST LIGHTING

EVALUATING OWN IDEAS AND PRODUCTS ACCESSFM CRITERIA.

CLASSIFY DESIRABLE AND ESSENTIAL DESIGN CRITERIA

FURTHER DEVELOP DESIGN COMMUNICATION TECHNIQUES IN BOTH 2D AND 3D USING HAND DRAWN SKILLS AND CAD –FOCUS ON GRAPHIC BASED DESIGN

RESEARCH AN EXISTING DESIGNER AND TAKE INSPIRATION FROM THEIR WORK

APPLY DESIGN COMMUNICATION TECHNIQUES IN BOTH 2D AND 3D USING HAND DRAWN SKILLS AND CAD.

SPECIFIC FOCUS ON NUTRITION AND THE EAT WELL GUIDE

YEAR 8

PRODUCE A RANGE OF DISHES - BRIDGE AND CLAW METHODS - FOOD SAFETY

DESIGN IN THE STYLE OF AN ICONIC DESIGNER

EVALUATE FINAL PRODUCT USING ACCESSFM CRITERIA

FOOD TECHNOLOGY

INTRO TO PERSONAL HYGIENE AND KITCHEN SAFETY

INTRODUCTION TO THE WORKSHOP AND HEALTH & SAFETY. LEARN HOW TO USE A RANGE OF HAND AND MACHINE TOOLS. MANUFACTURE A PRODUCT BASED ON BIOMIMICRY.

SUBLIMATE PRINT FINAL GRAPHIC DESIGN

EVALUATE FINAL PRODUCT USING ACCESSFM CRITERIA.

ANALYSE A RANGE OF EXISTING PRODUCTS TO UNDERSTAND THE IMPORTANCE OF RESEARCH & PLANNING TO HELP INFLUENCE NEW IDEAS.

YEAR 7

BIOMIMICRY

INTRODUCTION

DEVELOP KNOWLEDGE OF BIOMIMICRY AND ITS IMPORTANCE TO THE DESIGN WORLD.

INTRO TO DESIGN & TECHNOLOGY, STUDENTS WILL DEVELOP DESIGN COMMUNICATION TECHNIQUES FROM, SKETCHING CRATING, RENDER TO 2D & 3D DESIGN.

DESIGN AND TECHNOLOGY:
KS3 STUDENTS WILL LEARN HOW TO DEVELOP THEIR CREATIVE PROBLEM-SOLVING SKILLS BY DESIGNING AND MAKING A RANGE OF PRODUCTS.

FOOD TECHNOLOGY:
KS3 STUDENTS WILL LEARN FOOD SAFETY, HYGIENE AND NUTRITION THROUGH A VARIETY OF DISHES.