

UCC - Year 9 Scheme of Learning: Design Technology Dept

Design Technology Graphics Resistant Materials Textiles	Theme	Design and manufacture of a product										
	Textiles: Fabric Storage Graphics: Corporate and Brand Identity RM: Wooden Game	1. Health and Safety in a workshop. 2.Sources and origins of materials. Where do fibres come from, what are they made into and why? The past, present and Future of design and professionals	Design Ideas Including customer Profile	Manufacturing product; including health and safety, using equipment safely and independently.	Manufacturing product; including health and safety, using equipment safely and independently.	Manufacturing product; including health and safety, using equipment safely and independently.	Manufacturing product; including health and safety, using equipment safely and independently.	Manufacturing product; including health and safety, using equipment safely and independently.	Manufacturing product; including health and safety, using equipment safely and independently.	Manufacturing product; including health and safety, using equipment safely and independently.	Manufacturing product; including health and safety, using equipment safely and independently.	Manufacturing product; including health and safety, using equipment safely and independently. End of project Assessment
	PSHE/ SMSC	Spiritual development encouraged through enjoying the experiences and being reflective on them. Children are encouraged to develop a ' moral conscious' in relation to how they live their lives and by analysing what actions they take to make a more positive impact on their local and global communities. Social development encouarged by following a collective set of expectations in order to keep themselves and others safe. Offering constructive critisim and accepting feedback. Understanding the wide range of cultural influences when looking at products from around the world and from differnt eras.										
	Numeracy	Converting cms to mms. Measure accurately, in both cms and mms. Drawing angles accurately and recognising 30/45/60/90/180 and 360 degrees. Identify geometrical shapes such as squares, rectangle, pentagon, hexagon, circles and ellipses. Drawing accurately, following dimensions / measurements. Understand the terms radius diameter and circumference. Calculate totals. Draw common geometric shapes accurately. In addition to Year 7 and 8. Calculate volumes and percentages. Apply scale to drawings. Tessellations and how efficient designs can be based on them. Use a protractor accurately to measure angles. Draw and make templates / patterns to aid manufacture.										
Food Technology	Theme	Introduction to cooking recipes that involve a range of basic and necessary skills.										
	Topic	Health and safety. procedures and rules. Food storage before lessons. Introduce 1st practical.	Practical 1 Cupcake experiment	Practical 2 Swiss Roll	Practical 3 Shephards pie or Cottage Pie	Theory: Costings and Packaging	Practical 4 Cheesecake	Practical 5 Toad in the hole	Review of practicals so far.	Practical 6 Apple Pie	Practical 7 Seasonal Practical	
	PHSE/SMSC	Spiritual development encouraged through enjoying the experiences and being reflective on them. Children are encouraged to develop a ' moral conscious' in relation to how they live their lives and by analysing what actions they take to make a more positive impact on their local and global communities. Social development encouarged by following a collective set of expectations in order to keep themselves and others safe. Offering constructive critisim and accepting feedback. Understanding the wide range of cultural influences when looking at national and international ingredients and dishes. Understanding that people eat different types of food for different reasons.										
	Numeracy	Measuring ingredients. Controlling temperatures. Keeping time when cooking. Following recipes and methods. Understanding food lables. Understanding potion control when looking at meal plans. Understanding and working out shopping bills and receipts.										