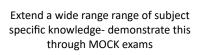
Complete modelling and development design work for NEA contextual challenge



Start NEA contextual

challenge 1st June Y10 (DT)



Extensive programme of exam preparations/practice/papers















Complete product manufacture and evaluation work for NEA contextual challenge

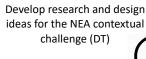
Y11 Mock Exam



Practice NEA project work based upon chosen specialism



Extend a wide range range of subject specific knowledgedemonstrate this through routine testing









Embed extensive competence of advanced manufacturing techniques

Y10 Winter Yest

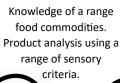
Demonstrate a range of high level skills in 2x practice projects



Understand how to insert a zip into a product and use a zipper foot.



Application of ood hygiene and prevention of cross contamination across all areas of food practicals.





1-2 Fnd o

Jnit Test

Develop quilting and appliqué skills with the opportunity to include embroidery either by hand or machine.



Understand how to measure and cut fabric using a lay plan.

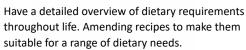


Understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists.





Demonstrate complex food practical skills requiring several stages for completion. Planning, conducting and evaluating food science tasks.

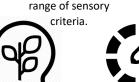




Select from a wider range of hand tools techniques, processes, equipment and machinery and learn how to use these with accuracy and precision.

> Manufacture a complex graphical product using a variety of techniques.







Appreciate and understand the impact of colour psychology in graphic design.



communication using different software.

Develop a confidence in graphic



Research and appreciate the work of other designers



Understand how inputs, and control outputs can be used in products as part of controlled systems.





Apply your understanding of CAD/CAM in producing a high quality product using the laser cutter.

Digitally communicate 'How to' design components using both technical language and images.





Learn how to construct a product to wear and attach a pockets.



Develop a product specification

Develop your CAD skills by

working with skill, accuracy

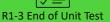
and precision

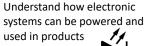
and understand ACCESSFM.

Use properties of materials and the performance of structural elements to achieve functioning product.



R1 End of Unit Test





Problem solve a real contextual

solution for a business



Continue to build up sewing machine skills and the importance of the seam allowance and reverse stitch.



Application of healthy eating and nutrition knowledge when planning products.



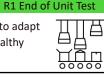
Learn specific Food poisoning bacteria related to specific food items and how to



R1-2 End o

Unit Test

Develop food practical skills to be able to adapt recipes to meet the Government healthy Eating/Lifestyles guidance.



Develop knowledge of primary and secondary food processing of food commodities.



Use a range of small equipment to produce a repertoire of mainly savoury dishes for oneself, hygienically and safely.

prevent cross contamination.



Know the current Government Healthy Eating/ Lifestyles guidance.



Learn the health and safety and basics of using a sewing machine



Understand how to construct a textile product.



Learn how food is grown, reared and processed-food provenance.





Unit Test

Manufacture a unique product

Understand the principles of Personal hygiene and how food poisoning bacteria can be prevented from been past on.



Develop a confidence of sketching in designing a new product

R1 End of Unit Test

R1-3 End of Unit Test



Develop your design skills and

create an idea based on a

Learn how to use CAD software. AutoDesk Inventor



workshop hand tools with



Understand the significance of health and safety in the workshop and apply this to your work.

