KEVI CAMP HILL SCHOOL FOR GIRLS

TECHNOLOGY

CURRICULUM MAP (YEARS 7-9)

KING EDWARD VI CAMP HILL SCHOOL FOR GIRLS

Educational excellence for our City

Students in Year 7-9 are split into half form groups and work on STEAM (Science, Technology, Engineering, Art and Mathematics) activities for half of the year and Food Technology for the other half of the year. The form halves swap over at February half term so those who did STEAM then do Food and vice versa.

Students also study Graphic Communication and Art as part of their Technology offer. Please see the Art and Design – Graphic Communication, and Art and Design – Fine Art curriculum maps for details of the projects the students complete in these subjects.

The table below details the activities that students complete in STEAM and Food Technology.

	STEAM	FOOD TECHNOLOGY
YEAR 7	• Introduction to STEAM • Careers in STEAM presentations • Digital portfolio • Understanding Techsoft V3– complete a set of practical challenges • Introduction to product design (traditional and digital processes) • Developing skills in Techsoft V3 – design and make a comb joint tealight holder • Introduction to the laser cutter • Project evaluation	• Introduction to Food technology • Food hygiene • Understanding recipes • Utensils and processes • Nutrition • Cooking Methods – melting, sieving, mixing etc. • Healthy meals and how to identify them • Energy needs and intake • Technology and science in cooking • Developing practical skills (4 practical lessons) • Evaluating practical lessons
YEAR 8	• Digital portfolio • Creating a design brief for a “Passive amplifiers” • Research – primary and secondary • Creating a moodboard • Design ideas (traditional and digital processes) • An introduction to Tinkercad • An introduction to 3D printing • Working with 3D printing (with technician support) • Project evaluation	• Multicultural/Ethnic food • Design for Health/Catering for needs • The appliance of Science Staple foods across the world • Bacteria in food • Hygiene in a food workplace • International cuisine • Cooking methods • Food waste and sustainability • Applying practical skills (5 practical lessons) • Evaluating practical lessons

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YEAR 9	• An introduction to Architecture • Responding to a design brief for an "Outdoor learning space" • Creating a design concept • Research – primary and secondary • Site visit • Creating a moodboard • Design ideas (traditional and digital processes Inc. Tinkercad) • Demonstrating practical skills through mixed media model making (Inc. 2D design and the laser cutter) • Professional presentations	• Design a menu following a brief • Create a menu for an event – two starters, two mains and two desserts. • How to work in a professional environment – working with others/ roles • Awareness of food allergies and dietary restrictions / cost of food / ingredients • Make / print out a physical menu • Demonstrating practical skills (6 practical lessons) • Professional presentations