



# KEVI CAMP HILL SCHOOL FOR GIRLS



## Technology (STEAM) CURRICULUM MAP (YEAR 8)

Students in Year 8 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
<ul style="list-style-type: none"><li>• Digital portfolio</li><li>• Creating a design brief for a “Nesting box”</li><li>• Understanding a design concept</li><li>• Research – primary and secondary</li><li>• Creating a moodboard</li><li>• Design ideas (traditional and digital processes)</li><li>• An introduction to Tinkercad</li><li>• Applying skills on 2D design</li><li>• Making a prototype using environmentally friendly materials</li><li>• Working with the laser cutter (with technician support)</li><li>• Project evaluation</li></ul>	<ul style="list-style-type: none"><li>• Multicultural/Ethnic food</li><li>• Design for Health/Catering for needs</li><li>• The appliance of Science Staple foods across the world</li><li>• Bacteria in food</li><li>• Hygiene in a food workplace</li><li>• International cuisine</li><li>• Cooking methods</li><li>• Food waste and sustainability</li><li>• Applying practical skills (4 practical lessons)</li><li>• Evaluating practical lessons</li></ul>