

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	<ul style="list-style-type: none"> • Introduction to STEAM • Women in STEAM – professional presentations • Digital portfolio • Understanding 2D design – complete a set of practical challenges • Introduction to product design (traditional and digital processes) • Developing skills in 2D design – design and make a personalised keyring • Introduction to the laser cutter • Project evaluation 	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • Digital portfolio • Creating a design brief for a “Nesting box” • Understanding a design concept • Research – primary and secondary • Creating a moodboard • Design ideas (traditional and digital processes) • An introduction to Tinkercad • Applying skills on 2D design • Making a prototype using environmentally friendly materials • Working with the laser cutter (with technician support) • Project evaluation 	<ul style="list-style-type: none"> • 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 (4 practical lessons) • Evaluating practical lessons

YEAR 9

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| <ul style="list-style-type: none">• An introduction to Architecture• Responding to a design brief for an “Outdoor classroom”• Creating a design concept• Research – primary and secondary• Site visit• Creating a moodboard• Design ideas (traditional and digital processes Inc. Tinkercad)• How to present a professional project board• Understanding proportions• Demonstrating practical skills through mixed media model making (including 2D design and the laser cutter)• Professional presentations | <ul style="list-style-type: none">• 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 |
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