



## Design and Technology

### Key Stage 3

Pupils follow a rotation of the following disciplines – Food and Product Design, additional skills in Graphics may also be taught in this Key Stage. Practical work is the emphasis in all subject areas. Alongside this, students develop analytical, research, and evaluative skills.

### Key Stage 4

GCSE Food Preparation and Nutrition – AQA

ASSESSMENT AND CONTENT

**There are three sections in the assessment -**

**Paper 1:** Food preparation and nutrition - Written exam: 1 hour 45 minutes, 50% of GCSE

**Task 1:** Food investigation coursework - 15% of GCSE coursework - Students will investigate the working characteristics, functional and chemical properties of ingredients.

**Task 2:** Food preparation assessment, 35% of GCSE - Students will prepare, cook and present a final menu of three dishes within a single period of no more than three hours, planning in advance how this will be achieved

This GCSE Food Preparation and Nutrition is an exciting and creative course which focuses on practical cooking skills to ensure students develop a thorough understanding of nutrition, food provenance and the working characteristics of food materials.

At its heart, this qualification focuses on nurturing students' practical cookery skills to give them a strong understanding of nutrition.

Transferable skills such as analysis, evaluation, communication skills, independence and time management will be developed throughout the course.



**Food preparation skills are integrated into five core topics:**

Food, nutrition and health

Food science

Food safety

Food choice

Food provenance.

Upon completion of this course, students will be qualified to go on to further study or embark on an apprenticeship or full-time career in the catering or food industries.



## Key Stage 4

GCSE Design Technology – AQA

ASSESSMENT AND CONTENT

**There are two sections for the assessment of this course –**

**Written exam:** 2 hours, 50% of GCSE

**Non-exam assessment (NEA):** 30–35 hours approximately, 50% of GCSE

GCSE Design and Technology will prepare students to participate confidently and successfully in an increasingly technological world. Students will gain awareness and learn from wider influences on Design and Technology, including historical, social, cultural, environmental and economic factors. Students will get the opportunity to work creatively when designing and making and apply technical and practical expertise.





### Year 7 – Technology

Students rotate between the different subject areas during the year and study these projects. Students may complete all or some of these projects depending on the rotation

Product Design - Travel Game

Pupils are introduced to materials, tools, cutting and joining wood and plastic.

Food - Health, Safety and Hygiene

Pupils are introduced to health and safety, basic food hygiene. Skills covered: knife skills, rubbing in method, creaming method, melting method, simple sauce. Baking, microwaving, sauté.

### Year 8 - Technology

Students rotate between the different subject areas during the year and study these projects.

Food - Healthy Eating/ Electrical Equipment/ Food Investigation

Reinforcement of cooking skills and methods. Introducing safe use of small electrical equipment. Co-operative investigation. Importance of healthy eating, menu planning, and healthy lifestyle planning.

Product Design - Pop up cards

An introduction to isometric drawing, working with paper and card to produce intricate pop-up cards.

### Year 9 - Technology

Students rotate between the different subject areas during the year and cover these projects

Food – commodities

Students will work with basic food commodities to produce savoury and sweet foods. Recipes will be more complex/ challenging.

Product Design – small desk tidy

More complex and challenging skills are used to produce a small desk tidy using wood and plastic.