

Food route



Food Science and Nutrition:
Revise and practice exam papers in preparation for your final exam in FOOD.

FINAL GCSE EXAM

Sources, types and nutritional value. Primary and secondary processing.
Knife skills: portioning, filleting & deskinning

PROTEIN: MEAT/FISH

Macronutrients: Introduction to basic nutrition, understand why we need energy and where we get it from. Focus on Carbohydrates & Fats – their source, function and the effects of deficiency and excess

CARBOHYDRATES /FATS & OILS

Making:
Term 2: Vegetable soup, Shepherd's pie, Pasta bake & Quiche

YEAR 10

Mood Lighting project

Make: Using stripboard/wiring to assemble a USB powered circuit with different type of LEDs. Use a range of papers and boards to assemble a card using both CAD CAM and a craft knife.

Core Theory: Papers and boards, composite materials, smart materials.

Design: Using nets and translucent paper to create detailed and clear silhouettes.

Make: Using timbers to produce a mechanical toy.

Mechanisms Project

Theory: Mechanisms theory including cams, levers, linkages and gears.

Design: Designing a creative and fun mechanical toy using cams, linkages and/or gears.

Make: Sublimation printed work that has been scanned in, embroidered / machine stitching over the top. Piece has a combination of mixed media to portray their identity, which can be attached to a bag / placed within a photo frame.

TEXTILES: "I AM" (Portrait project)

Materials: Mixed media, polyester fabric, sublimation printing.
Artists: Maurizio Anseri, Deborah Klein, Nathaniel Mary Quinn, Picasso, Susie Vickery.

Design: Creating a self identity piece reflecting the student's personality, interests and features.

KS4

After choosing GCSE options in year 9, we focus your studies in years 10 & 11, through exciting, real life projects. Deepen your understanding of DT in the world around us whilst developing products that help various needs and users.

Design: Isometric projection, CAD development CAM – use of laser cutter to customize casing.

Advanced soldering: Use of PCB to develop soldering work.

PHONE CASE

Testing / Modelling: Will my product work? What can I do to improve it?

Design: Analyse existing products to identify strengths & weaknesses. Design the structure, fastening and embellishment for your case

Make: Sublimate your design panel. Produce a high-quality case focusing on accuracy and detail.

FUSION FOOD

Origin of food: field to plate. Function of ingredients. Review and apply Eatwell guide, designing food which fuses culture.

Making: Fajitas, Tabbouleh, Curried rice & Pasta primavera

WHY AND HOW DO WE COOK FOOD?

Making: Vegetable Soup, Shepherd's Pie, Kebabs with flatbread, Apple turnovers

Have you ever considered why we cook food? And the science behind how the heat is transferred into our food which cooks it? We will look at Conduction, Convection & Radiant heat and the effects it has on how our food looks and what it tastes like.

YEAR 9

Design: Designing for a specific user. Detailed circuits, input process and out puts. Switches, microchips, capacitors LED's

SPEAKER PROJECT

Evaluate: At each stage of making, how can you improve your product? Would you change anything?



Make: Focus on high quality finish. Using mitre & tenon saws, sander and chisel for joints. Engraving with laser cutter

Design: Designing for a user and client. What is an isometric projection? Develop design ideas using CAD

Materials: Wood classification. Where does timber come from? What is plywood? What are it's properties?

PHONE STAND

Make: Basic soldering, copper tape circuit line-bending, use of card, paper and fabric to customize the product.

Design: Designing for a specific user Simple circuits, input process and out puts.

Materials: Working with recycled fabrics. Impact of textiles on the environment.

Make: Joining techniques. Sewing by hand and by sewing machine.

Nutrition: Eatwell guide, 5-a-day campaign and the nutritional panels on food packaging.

Making: Pasta salad, carrot cake, quesadilla, pizza and cheese & courgette scones.

FOOD FOR A HEALTHY LUNCHBOX

YEAR 8

Materials: Polymers Classification. What is a polymer? What is a circuit?

NIGHTLIGHT PROJECT

Evaluate: What makes a good keyring? How can you improve your skills?

Evaluate: Does your product work? How can you fix problems?

PATCHWORK POPART CUSHION

Design: Basic 2D drawing techniques. Working with geometric shapes Lay planning.

FOOD FOR A HEALTHY LUNCHBOX

ACRYLIC KEYRING

Materials: Acrylic – origin, types and material properties.

Design: Designing for users Shading & Rendering.

Introduction to the workshop: Health and Safety.

Baseline Assessment: What do you already know about DT?

YEAR 7

KS3

Experience a wide range of fun and exciting projects that teach you valuable skills in the workshop, understanding different materials and how they work.