

Our Lady Queen of Peace

Catholic High School

Curriculum Overview

YEAR 8 Technology

Careers

Local Market Information	Skills	Jobs
Bakkavor Kraft Heinz AM Fresh Food & Drink (UK) Ltd Extreme Low Energy (ELe®) Leyland Trucks BAE Systems Edmund Bell & Co. Ltd	Communication Time Management Practical skill Organisational Skills Project Management	Product Designer Construction Engineer Sustainable Energy Chef Hospitality Fashion Retail

Knowledge & Understanding

	Knowledge & Understanding			Subject Specific Literacy Development	Cultural Capital / Enrichment Opportunities
	Topics (Bigger Picture)	Knowledge (Key Concepts)	Recall & Retrieval Practice Focus	Key Vocabulary	
Rotation 1 Product Design and Manufacture	<u>Developing product design and manufacture skills and knowledge</u> How you work through the design process to design and manufacture an electronic product.	To know how to use ACCESFM to analyse an existing product. To know how to create a workshop production plan and identify where quality control must take place during their practical. To Know the working	<u>Every Lesson:</u> Recall activity linked to prior learning and key terminology. Think pair and share activities. Using mini white boards to check for understanding. <u>Mid-Point:</u> Low stakes Quiz based on cumulative knowledge and Key Piece based on key	Environmental Impact Quality Control Component CAD/CAM	Understanding the positive and negative impact that technology is having on society and on mental health. Recognising that technology is ever evolving and that the impacts are felt globally.

	Knowledge & Understanding			Subject Specific Literacy Development	Cultural Capital / Enrichment Opportunities
	Topics (Bigger Picture)	Knowledge (Key Concepts)	Recall & Retrieval Practice Focus	Key Vocabulary	
		plastics and electronic components and be able to work independently when using tools and equipment.	part of design process <u>End Point:</u> End of topic assessment based on practical and written assessment.		Understanding how we communicate ideas is ever evolving.
Rotation 2 Textiles and Fashion	<u>Developing Textiles and Fashion Skills and Knowledge</u> How to respond to a textiles brief and use emerging skills to design and make a textiles product.	To know how to make a 3D model of a chosen design idea and understand why designers make prototypes. To know how to Batik and tie die fabrics safely. To know how to use ACCESSFM to evaluate their finished garments.	<u>Every Lesson:</u> Recall activity linked to prior learning and key terminology. Think pair and share activities. Using mini white boards to check for understanding. <u>Mid-Point:</u> Low stakes Quiz based on cumulative knowledge and Key Piece based on key part of design process <u>End Point:</u> End of topic assessment based on practical and written assessment.	Batik Tie Die Modelling Prototype	Understand the impact of fashion on the environment and how sustainable design practices can make a difference. Learn how to choose fabrics, colours, and patterns that reflect personal style. Explore how textiles tell stories and carry cultural significance. Textiles Club
Rotation 3 Cooking and Nutrition	<u>Developing baking skills</u> How to select ingredients to make appealing and nutritious sweet and savoury baked dishes	How to create dough How to create batter How to perform the rubbing in method How to time dishes when baking	<u>Every Lesson:</u> Recall activity linked to prior learning and key terminology. Think pair and share activities. Using mini white boards to check for understanding.	Savoury Dough Weighing Organoleptic	Understand the skills employers value, such as teamwork, hygiene, and time management Explore how food choices impact energy, growth, and

	Knowledge & Understanding			Subject Specific Literacy Development	Cultural Capital / Enrichment Opportunities
	Topics (Bigger Picture)	Knowledge (Key Concepts)	Recall & Retrieval Practice Focus	Key Vocabulary	
		Weighing and measuring ingredients	<p><u>Mid-Point:</u> Low stakes Quiz based on cumulative knowledge and Key Piece based on key part of design process</p> <p><u>End Point:</u> End of topic assessment based on practical and written assessment.</p>		<p>wellbeing.</p> <p>Catering Club</p>

Key Assessments

When	What will be assessed?	Why is this being assessed?	How will results be stored & students receive feedback?
During Product Design and Manufacture rotation.	<ul style="list-style-type: none"> Key Piece on generating design ideas. Mid topic low stakes quiz on key terminology. End of topic assessment 	<ul style="list-style-type: none"> To check that students understand that they can make design choices within a chosen brief. To check that students understand the language that is associated with Product Design and Manufacture. To check that students have retained knowledge and can apply design choices to an alternative brief. 	During Product Design and Manufacture rotation.
During Textiles and Fashion rotation	<ul style="list-style-type: none"> Key Piece on final idea and working drawing. Mid topic low stakes quiz on key terminology. End of topic assessment. 	<ul style="list-style-type: none"> To check students, understand how their chosen idea should underpin their making process. To check that students understand the language that is associated with Textiles and Fashion. To check that students have retained knowledge and can apply design choices to an alternative brief. 	During Textiles and Fashion rotation
During Cooking and Nutrition rotation	<ul style="list-style-type: none"> Key Piece on balanced diets and nutrition. Mid topic low stakes quiz on key terminology. End of topic assessment. 	<ul style="list-style-type: none"> To check students, understand how nutritional choices can impact health. To check that students understand the language that is associated with Cooking and Nutrition. To check that students have retained knowledge and can apply nutritional choices to alternative menus. 	During Cooking and Nutrition rotation

