

Years 7, 8 and 9 rotate on a carousel of 4 units throughout the year, each lasting 15 lessons.

	Half Term	Year 7	Year 8	Year 9	Year 10 (3D Design GCSE)	Year 11 (3D Design GCSE)
Autumn Term 2025	1	<b>Materials:</b> Introduction to the DT Workshop - The Design and Manufacture of a 'Night Light'. Covering simple electronics and timbers theory	<b>Materials:</b> Bottle Opener Task. Correct use of the workshop and tools to produce high quality outcomes. Learning metal and timber theory.	<b>Materials:</b> A design and manufacture task where student will be able to explore creativity in designing a clock. Students will also recap theory of Timbers, Metals and Plastics.	<b>Food Safety:</b> Students to complete theory content on food health and safety	<b>Exam Preparation:</b> Students to work through health and safety regulations in hospitality and catering environments
	2	<b>PSHCE:</b> A separate unit covering Personal, Social, Health, Careers and Economic education. (see separate curriculum plan)	<b>PSHCE:</b> A separate unit covering Personal, Social, Health, Careers and Economic education. (see separate curriculum plan)	<b>PSHCE:</b> A separate unit covering Personal, Social, Health, Careers and Economic education. (see separate curriculum plan)	<b>Controlled Assessment:</b> Students to complete the planning section of their assignment	<b>Exam Preparation:</b> Students to work through producing recommendations for the hospitality industry
Spring Term 2026	3	<b>Food Technology:</b> Introduction to Food Technology - Health and Safety, Food preparation and Nutrition. Cooking and Nutrition Sequential tasks to build up knowledge and skills in the kitchen.	<b>Food Technology:</b> A series of individual tasks involving nutritional knowledge and food preparation skills. Skills tasks developing practical techniques for food production.	<b>Food Technology:</b> A series of individual tasks involving nutritional knowledge and food preparation skills. Skills tasks developing practical techniques for food production.	<b>Controlled Assessment:</b> Students to complete the planning section of their assignment	<b>Exam Preparation:</b> Students to work through the specification to gain theory knowledge
	4				<b>Exam Preparation:</b> Students to work through structure of hospitality industry and operations	<b>Controlled Assessment:</b> Students to complete the planning section of their assignment
Summer Term 2026	5	<b>Design:</b> CAD/CAM tasks designed to build skills in the use of computer software to aide designing. A phone stand Task allows for Computer Aided Design & Manufacture. Plastic theory and processes	<b>Core Designing:</b> An introduction to a variety of drawing skills that are required to succeed in Design and Technology at GCSE. Students will build skills and then apply them to a creative design task.	<b>Jewellery Design:</b> A design task that requires students to be inspired by a design movement and create a unique piece of jewellery. A multiple materials project looking at timber, plastic and metal. Allowing students to show and explore their creativity	<b>Exam Preparation:</b> Students to work through structure of hospitality industry and operations	<b>Controlled Assessment:</b> Students to complete the evaluation section of their assignment
	6				<b>Exam Preparation:</b> Students to work through structure of hospitality industry and operations	<b>Moderation</b>