

Introduction:

The Creative Design Faculty

The Creative Design Faculty is made up of several departments that include Design & Technology, Media Studies, Art & Design and Photography. The curriculum offered is designed to be inclusive for all and mirror skill sets that are reflected in industries. The pathways offered enable students to opt into their preferred skill sets following Y9 and it is possible for the more creative student to study more than one subject at GCSE level. The suite of subjects all follow into post 16 within the faculty or offered in other establishments in the Cabot Learning Federation.

Year 7 Curriculum

The Y7 curriculum is designed to offer a wide range of experiences in several specialist environments. The majority of the following units are design and make projects that enable the students to understand the design process and the various manufacturing processes used to achieve an outcome.

Y7 projects include:

Memory Stick – Computer Aided Design
License to cook – Catering
Finger Puppets - Textiles
Game of combinations – Workshop



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Game of Combinations

Assignment Overview	Students will be introduced to resistant materials and their uses. They will also experience the basic requirements of electronic activities. The project will allow the students the opportunity to use ICT in researching activities. The project will also give the students greater understanding in the use of resistant materials in a workshop environment and give opportunity further experience their knowledge, understanding and use of basic electronic components.
Specific Learning Objectives	Students will understand how to both generate and respond to design criteria through designing, using a range of graphical techniques and ICT to develop, model and communicate their ideas. They will select and use tools, equipment and processes skilfully and accurately, taking account of working characteristics and properties of specific materials, combining materials and components accurately to make products in one off and in quantity. Students will learn to recognise inputs, processes and outputs in their own work and existing products.
What work is going to be assessed ?	Students will be assessed on their knowledge and understanding of working with timber and electronic components. Students design work and manufacturing skills will be assessed, focusing on research, design ideas, graphic communication and the quality of their finished product.
Supporting students at home	Homework: Design a safety poster that highlights some of the things you have learnt about workshop safety. You may either draw it by hand or design it on a computer. useful websites; www.bbc.co.uk/bitesize http://www.mr-dt.com/manufacturing/woodjoints.htm



Textiles 'Hand Puppets' Year 7 Overview

<p>Assignment Overview</p>	<p>Project Overview: Students will be introduced to basic textile skills through a design and make project and learn the basic equipment used in textiles as well as safety measures to follow. Students are informed of the different ways to add colour and design features to fabrics in order to make a hand puppet that can used to entertain 3 to 7 year olds. Students will also get an overview of where fibres and fabrics come from and how textiles are used in society.</p>
<p>Specific Learning Objectives</p>	<p>Students will understand how to both generate and respond to design criteria through designing, using a range of graphical techniques to communicate their own ideas. They will learn how to select tools, equipment and processes accurately to make a one off product, using a paper pattern. Students will learn to recognise specific textile equipment and learn a range of basic techniques for the production of a textile item.</p>
<p>What work is going to be assessed ?</p>	<p>On completion of the project each student should have completed the booklet and produced a practical piece.</p> <p>Students will be assessed on the following areas::</p> <ul style="list-style-type: none"> Notes and diagrams about Textiles, subject specific equipment and materials A Specification A range of design ideas for their Puppet. A developed final design of your chosen design. An evaluation of your experiences during the project
<p>Supporting students at home</p>	<p>Homework</p> <p>Students will research puppets types that can be bought in the shops or online. The will also research animals that they will base their puppet designs on.</p> <p>https://www.google.co.uk/search?q=hand+puppets&rls=com.microsoft:en-GB:IE-Address&source=lnms&tbm=isch&sa=X&ved=0ahUKEwi46eaaoeDPAhWbOsAKHUdkDSgQ_AUICCgB&biw=1536&bih=770</p> <p>http://www.bbc.co.uk/schools/gcsebitesize/design/textiles/fibresrev1.shtml</p> <p>http://www.wikihow.com/Make-Puppets</p>



Year 7: Cooking and Nutrition	
What is the Unit all about?	<p>Project Overview: Year 7 Cooking and Nutrition has been developed to enable pupils to learn where food comes from, how to cook a range of dishes safely and hygienically and to apply their knowledge of healthy eating. In year 7 Catering you will: Develop your knowledge and understanding of ingredients and healthy eating Develop food preparation and cooking techniques Develop your knowledge of consumer food and drink choice Be able to apply your knowledge to make informed choices; develop the creative, technical and practical expertise needed to perform everyday tasks confidently; build a repertoire of knowledge, understanding and skills in order to make high quality products for a wide range of users; evaluate and test your ideas and products and the work of others.</p>
What are you going to get out of it?	<p>A portfolio of written worksheets, evaluations and photos of your practical work completed mostly 8 savoury practical dishes had your work marked, both your practical and theory work using the grading criteria in the booklet received an average final grade for both your theory and practical work received regular feedback on how to progress next time An understanding of Health and Safety: JCA & Faculty health & safety hand book. Health and safety explained regarding the importance of good personal hygiene Health and safety explained for the use of the small handheld equipment Health and safety explained for the safe storage of food</p>
What work is going to be assessed?	<p>On completion of the project students should have produced a short portfolio of work and some photographs from the practical lessons for which they will be assessed by the teacher. The written portfolio should include notes and diagrams on most of the following:</p> <ul style="list-style-type: none"> • food hygiene and safety • how to produce and test food products • notes and diagrams about avoiding accidents in the kitchen • how to eat and plan a healthy diet • names and uses of basic equipment • evaluate the making of food products
Supporting students at home	<ul style="list-style-type: none"> • Where do my meals come from? Log on to: http://tinyurl.com/jwjeem2 • Farm to fork challenge Log on to: http://tinyurl.com/m2u8vtw

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Memory Stick Project	
What is the Unit all about?	During the memory stick project students will design and make a USB memory stick . This will be achieved by researching existing USB sticks, conducting questionnaires, creating initial designs and using computer Aided Design. Following this the students will make their CAD design using Computer Aided Manufacture.
What are you going to learn?	Throughout the Memory Stick Project students will learn: <ul style="list-style-type: none"> • How to research and analyse existing products. • How to write a specification based on the research gathered. • Create initial concepts that fulfil the specification. • Understand the principles of CAD & CAM. • a range of practical skills such as: <ul style="list-style-type: none"> ○ Various skills in Computer Aided Design. ○ Various skills using Computer Aided Manufacture.
What work is going to be assessed?	The assessment of the project falls under 4 different areas, Designing, Making, Evaluation and knowing. <p>Designing;</p> <ul style="list-style-type: none"> • Complete Pro Desktop videos. • Generate concept designs. • Create a final design. • Create an assemble drawing. <p>Making;</p> <ul style="list-style-type: none"> • Laser cut the Pro Desktop final design. • Assemble the card memory stick. <p>Evaluation;</p> <ul style="list-style-type: none"> • Complete an evaluation of the project. <p>Know;</p> <ul style="list-style-type: none"> • Identify what the Memory Stick project will entail. • Record a Design Brief. • Produce a research plan. • Identify what CAD and CAM are. • Conduct a product analysis. • Analyse the good and bad points on a selected memory stick.
Supporting students at home	Students are able to access the software from the Technology department and practise their CAD skills at home using various websites that support the processes used in Pro Desktop.