

Year 7 D&T Curriculum Journey Overview

Curriculum Journey - D&T



Year 7

STEM - Stop the Flood

Digital design solutions - SketchUp - develop digital 3D models - evaluation (sustainability and cost)

Computing - Scratch programming

Animating - Loops - Motions - Lists - Translating Code

Art - Cultural Masks

The purpose of masks within different cultures - Clay construction - creating 3D mask glazing and painting

Computing - Scratch programming

Sequencing - Variables - Selection - Operators - Iteration - Problem Solving

Art - Buildings and Architecture

Artist analysis - Applying artistic knowledge to create a 3D cityscape of Birmingham skyline - 3D nets

Art - Formal elements

Researching artists - Water colours, poster paints & monoprinting



Curriculum Journey - Food & Nutrition



Year 7 Food and Nutrition

Topic 4: Nutrition
Carbohydrates - Fats & Oils - Fibre

Topic 3: Commodities

Fruits & vegetables:
Categorising- Role in the diet - Safe storage and preparation -
- Fish -
Categorising- Role in the diet - Safe storage and preparation -

Topic 2: Knives and Equipment

Knife safety - Types and function of knives - Functions of common kitchen equipment

Topic 1: Hygiene and Safety

Personal hygiene - Health & safety - Food safety - Danger zone

