

D. T. A. Year 7	Curriculum Intent: The broad aims of DTA are for students to be able to understand and intervene in the made natural worlds around them. These aims will be realised by students achieving a combination of technological capability and technological perspective. Technological capability is designer-maker capability which captures the essence of technological activity as intervention in the made and natural worlds. Technological perspective provides insight into how technology works, which informs a constructively critical view of technology, avoids alienation from our technologically based society and enables consideration of how technology might be used to provide products and systems that help to create the sort of society in which people wish to live. In Year 7 students will study the combined areas of Design Technology, Art & Design and Food & Nutrition on a carousel which provides a range of opportunities to experience the breadth and depth of each discipline. Experiences at KS2 will have varied; the Year 7 curriculum introduces students to the core skills of each discipline. Students will acquire subject knowledge through a range stimulating tasks that develop understanding, enabling students to explore, create and evaluate a range of outcomes.																		
	DT – Material Workshop			DT – CAD/Graphics			DT - Textiles			Art & Design			Food & Nutrition						
Interleaving	Health & Safety. Properties of materials/ingredients and how they are used. Technical skills/processes involved in the production of and uses of materials/ingredients.																		
Practical Skills	Hand and machine skills, such as scroll saws, hand saws, pillar drill, polisher. Communicating ideas (sketching)			Sketching skills and annotation. Use of CAD (TinkerCAD / OnShape). Modelling create 3D prototypes.			Hand sewing and machine sewing skills. Using applique as a possible one decorative technique. Cutting, joining and adding a fastening to textile materials.			Tone, shape and line using collage, pencil, colouring pencil and pen.			Knife skills (bridge hold and claw grip). Weighing and measuring. Using the hob, grill and oven.						
Knowledge	Metals and working properties, communication techniques, iterative design (design decisions)			Material classifications and working properties, papers and boards / plastics, CAD and iterative design.			Understanding materials and working properties and their source. Developing design ideas with a user in mind. Researching and completing product analysis. Health & Safety.			Formal elements and artist analysis.			Health & Safety, introduction to the food room. Eatwell guide, 8 healthy eating tips, nutrients and food groups.						
Understanding	Technological capability and understanding of workshop skills and practise. User needs.			Technological capability and understanding of graphic skills and CAD practise. 3D mathematical modelling.			Technological capability and understanding of workshop skills and practise. Design considerations including user wants. Using an embroidery machine.			What the formal elements are and develop an understanding of how to use mark making, tone and line recordings.			The balance of nutrients and their uses and the understanding of working food practise.						
Skills	Investigation	Analyse	Generate Ideas	Make	Evaluate	Investigation	Analyse	Generate Ideas	Make	Evaluate	Investigation	Analyse	Generate Ideas	Make	Evaluate	Investigation	Analyse	Make	Evaluate
Assessment	Final prototype and booklet. Self, peer and teacher evaluation. DTA quiz on SMH.			Final product and booklet. Self, peer and teacher evaluation. DTA quiz on SMH.			Final product and booklet. Self, peer and teacher evaluation. HW Research. DTA quiz on SMH.			RAG of skills. Peer and teacher assessment throughout sketchbook. DTA quiz on SMH.			RAG of skills. Booklet. Self and teacher assessment after practical. DTA quiz on SMH.						