2027 - 2028	**DT:** Introduction to CAD/CAM - How is this used in industry and the wider world. Using sing 2D Design to create computer drawings. Rendered drawings – orthographic, 2D, and 3D. **Practical – Birdhouse:** Complex wood joining methods. Carpentry skills. Dovetail/comb joint. (Use of tenon saws. Coping saws. File. Pin hammer)	**Food & Nutrition:** Healthy Eating. Organic food advantages and disadvantages. Importance of food miles. Organic food, pesticides, fair trade. **Practical – various:** Flap jacks Vegetable soup, brownies, meat/fish/vegan dishes. Recall rules in food room. Presentation of food, using stoves, more complex knife skills	**Textiles:** Health and Safety/ Tools including the Laser Cutter and Techniques. The Sewing Machine. Commercial machinery and sweatshops including ethics. Design Movements. Test and evaluate the laser cut cushion taking into account the views of intended users. **Practical - :** Laser Cut Cushion Practical linked to a design Movement.

Design Technology | Key Stage 3 | Hours Per Week: 1 / 2

	Autumn	Spring	Summer
2025 – 20256	**DT**: Health and safety. Analysis of basic wood joints. Woods (natural vs man-made), Stock forms. Deforestation and Sustainability **Practical – Games holder:** Use of basic tools to help make a product. (Tri-square, Steel rule, Sandpaper), Basic Lap joint.	**Food & Nutrition**: Kitchen hygiene and safety, Importance of healthy eating and understanding a balanced diet using the 'Eatwell Plate'. Foods in different religions. **Practical - Various:** Fruit salad, rock buns, rainbow cookies. Rules in food room, washing up, correct ways to carry and use knives.	**Textiles:** Understanding equipment and textiles. Natural and Synthetic fibres. Hand stitching / tacking patterns. Embroidery and design. **Practical - Pocket wall holder:** Embroidery techniques. Health and safety. Sewing machine techniques. Tacking method.
2026 – 2027	**DT:** Risk assessments and how integral they are in industry. Product Analysis - ACCESSFM. Different methods of research. 3D drawing techniques and basic rendering. **Practical - Storage box:** Using tools and processes. Various wood joints (housing/mitre joint) Introduction to CAD on a basic level.	**Food & Nutrition:** Looking at different religions and diet restrictions. Food production methods. Portion control. **Practical – Various:** Dippy diver, Pizza toasties, Veg + halloumi skewers, scones. Recall rules in food room, correct technique for, mixing, cutting, snipping, slicing, grating, weighing.	**Textiles:** Textile Tools, Materials and their properties. Textile Techniques and Designers Past and Present. Sustainability and the 6Rs. Sewing Sampler practical and Specification. Design Ideas for the Happy Meal fabric toy linked to the Specification. Test and Evaluate the Happy meal fabric toy against the specification. **Practical - :** Happy meal fabric toy practical Net Design for Happy meal box.