# Technology KS3 Learning Journey



## Subject Overview?

Design and Technology is a family of subjects which includes: Product Design, Textiles, and Food and Nutrition. We aim to develop students' problem-solving skills and cultivate their creativity and ability to innovate in order to establish solutions for different groups of people. Students also develop their understanding of nutrition and diet, and develop practical food preparation and cooking skills through making a range of predominantly savoury dishes. Students are encouraged to shop for their ingredients themselves (with an adults help) so they can also learn about food selection and real life cost.



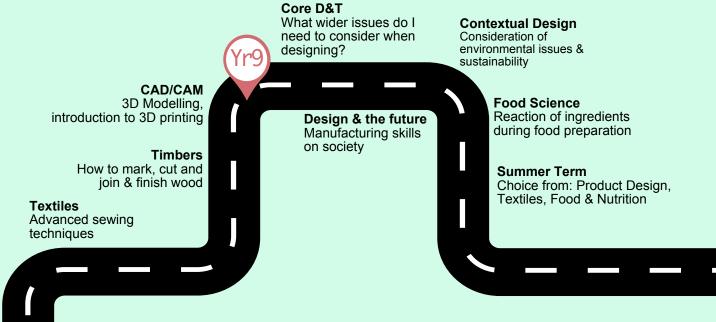
## Key Stage 3

At Key Stage 3, students will complete 6 units per year, covering key material areas (timbers, polymers and textiles), food and nutrition, CAD / CAM, and core skills. At Key Stage 4, students can take one of 3 GCSE pathways: Design Technology (Product Design), Design Technology (Textiles) or Food Preparation and Nutrition. All areas cover both theory and practical elements.



## Electronic Links

Teams **GCSEPod BBC Bitesize** Seneca



## Core D&T What is a designer? How do they design?

### **Polymers** Plastic recycling & repurposing

**Textiles** Fabrics & Sewing

techniques

# **Food & Nutrition**

Where does my food come from?

## **Food & Nutrition**

Developing my kitchen skills

### CAD/CAM

What is CAD/CAM? What are the benefits?

# **Food & Nutrition**

World Foods

#### **Food & Nutrition**

Principles of nutrition & health

## Core D&T

How can I effectively communicate design ideas?