



Curriculum Journey – Design & Technology

Next steps

GCSE Food
Preparation & Nutrition
DT Product
Design
DT Textiles



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Units

Food & Nutrition: Introduction to Food Science

Textiles: Design & make a fabric container

Resistant Materials: Design & make a creative light

Skills

Developing independent making skills.
Environmental impact of food choice.
Making fashion more sustainable – mending and upcycling.
Creating 3D textiles products.
Electrical circuits.
Developing CAD/CAM skills.
Designing for a client.

Giving students experience of a wide range of skills, ingredients and materials to develop their creativity and knowledge

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Units

Food & Nutrition: A celebration of cultures

Textiles: Design & make an ugly doll

Resistant Materials: Design & make a mechanical game

Skills

Team working in response to a problem.
Developing designs through modelling.
Embellishing fabrics using stencils.
Introduction to CAD/CAM.
Introduction to working with metal.
Cultural influence of food.
Creative more complex food dishes.

Developing student's confidence in their ability to design and make with a range of ingredients and materials

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Units

Graphics: Establishing basic drawing skills
Food Technology: Introduction to nutrition.

Textiles: Design and make a tie-dye apron

Resistant Materials: Design and make a mechanical grabber

Skills

Safe working.
Following a recipe.
Introduction to a balanced diet.
Tonal Rendering.
Perspective drawing.
Introduction to working with wood.
Mechanisms and levers.
Introduction to sewing machines.
Hand stitching techniques.
Tie dying fabric.