

## Technology Key Stage 3 Curriculum Overview

Students are taught on rotation in Design and Technology through key stage 3

Year	Computing	Food Technology	Graphics	S.T.E.M.	Textiles
<b>7</b>	Defining a Computer Data Measures Hardware/Software & Devices Memory & Storage Python Programming: Data Types Functions Using Variables & Comments	Foundation food practical skills Food Hygiene Health & Safety Healthy Eating Seasonal Foods Sensory analysis	Perspective Tone & shade CorelDraw Logo Design	Workshop H&S Using Machines ID Tag Mechanical Display CAM Types of movement MicroBit control	Pencil Case Mark making Applying Colour & Pattern Using Sewing Machines Fibres & Fabric
<b>8</b>	Networks Hardware The Internet & Data Web Design Software & HTML Logic Gates & Binary Numbers Python Programming: De-bugging IF Statements Boolean Arrays, Lists & Strings Looping	Intermediate food practical skills Food safety Nutrition & food commodities Food ethics Function of food ingredients Food choice and production	Layout - Alignment, Proximity, White Space Typography CorelDraw skills Keyring & Blister packs Vacuum forming	Electronic steady hand game Memoboard Soldering Electronic Components Using Jigs and Templates Microbit robots	Packaging inspired cushion Developing sewing machine skills Appliqué Observational drawing

9	Computing	Engineering	Food Tech + Hospitality & Catering	Graphics	Product Design	Textiles
9	PC/CPU/Networks Computational Thinking (Decomposition/Abstraction/Algorithms) Flow Diagrams Programming a Sequence Programming using Selection Logic Statements Using Loop statements Programming using ARRAYS & Sub-Routines Design (Top Down Design / Data Validation / Authentication) Testing (Syntax & Logic Errors)	Reading orthographic drawings Using measuring equipment CNC Laser manufacture CNC turning Storage box Quality control	Advanced food practical skills Food safety & micro-organisms Applied nutrition Food labelling Special dietary needs	Researching Layout – Contrast, Repetition and Hierarchy Corel Draw skills Image editing Board game development	Design Movements Material classification Electronics Free hand sketching Mini speaker	Footwear design Modern and smart textiles Sewing machine trouble shooting Printing & embellishments