# **D&T** Journey

YEAR

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Units:

Units:

Units:

Units:

- NEA project

- Meeting nutritional needs of specific groups

- Current issues in food science and nutrition

- Experimenting solving food production problems

- Features of manufacturing industries and legislation

- Designing for maintenance and the cleaner environment

Skills:

- Sketching and iterative design

- Technical application

- Design and making skills

- Construction skills projects

50% NEA

50% NEA

50% exam

- Information handling, modelling and forward planning

- Ensuring food is safe to eat

- Further processes and techniques

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- Technical principles

- Upcycling and CAD/CAM

- Designing and making principles

- Materials, performance characteristics

- Effects of technological developments

- Processes, techniques and digital technologies

- Development of products and risk assessment

'Whatever you do, work at it with your whole heart, as though you were working for the Lord." Colossians 3:23

## Careers

Many creative, technical, scientific, engineering and manufacturing careers are open to people with creative qualifications.

# University

Universities offer a range of creative courses to go into, that can lead onto great careers in industry in a range of fields.

# College

Colleges are a great option to bridge the gap with university or to expand on creative skills. Foundation courses can also support routes.

# Apprenticeships

The creative industry offers many options for apprenticeships in a range of diffferent fields and industry areas.

### A Level: Fashion & Textiles

#### **Course overview:**

Fashion & Textiles gives students practical skills, knowledge, especially those in the creative industries. They will learn about historical, social, cultural, environmental and economic influences, whilst enjoying opportunities to put their learning in to practice by producing prototypes of their choice. Students will gain a real understanding of what it means to be a designer.

### A Level: Product Design

#### Course overview:

Students will apply knowledge and understanding of a wide range of materials and processes used in product design and industrial/commercial practices, including ICT skills and systems and control. They will learn the important contribution key historical movements have on design and the impact on the environment/society, applying Mathematical and scientific principles.



### Level 3 Diploma: Food Science & Nutrition

#### Skills

- Independent learning and problem solving - Project based work, applying mathematics and ICT skills

#### Course overview:

Food science and nutrition is relevant to many industries. Care providers, fitness instructors and sports coaches use this knowledge. Hotels and restaurants, manufacturers and government

- Dieticians

- Nutritionists
- Sports Coaches
- Public Health Roles
- Product Development
- Architecture
- Industrial or product design
- Engineering
- Graphic design
- Exhibition design
- Automotive design
- Furniture design
- Interior and spatial design
- Fashion design
- Costume design
- Protective clothing design
- Technical textiles design
- Fibre technology
- Styling and trend forecasting

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- Merchandiser
- Retail and advertising



Succeeding

Together





**Risk assessment** 

**Multi-materials 2** 

**Designing & Making** 

Design movements

Cutting and finishing

Properties of materials

Acrylic processes



YEAR

**Designing & Making** Communicating ideas Sketching with creativity Problem solving Structures & construction

Food analysis

CAD/CAM 2

**Designing & Making** 

Construction using CAD

Accuracy in CAD

Developing CAD designs

Using CAD tools

Transition

Systems & Control 1 Making & Evaluating Electronic components Symbols vs physical Resistors

Soldering

Fault-finding

Textiles 2

Making & Evaluating

Woven fabrics

Overlockers

Embroidery

Applique

Food 1

Planning & Making

Food choice

Nutritional properties

**Functional properties** 

Healthy eating

Multi-materials 1 Planning & Making Properties of timber Wood groups Joining wood

Woodwork tools

**Textiles** 1 Designing & Making Properties of fabrics Printing techniques Using a sewing machine Using an iron

Understanding user's needs

Systems & Control 2

Making & Evaluating

Types of mechanism

Gears and gear trains

Adjusting speed

**Building mechanisms** 

**Designing & Evaluating** Purpose of CAD/CAM Quality control issues New technologies Laser cutting

Producing design proposals

Food 2

Planning & Making

Balanced diet

Food groups

Seasonality

Food provenance

CAD/CAM 1

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