

Year 7 Curriculum Overview [2021-2022]

Subject – Technology

Knowledge & Understanding			Literacy Skills	Employability Skills	Assessment Opportunities
Composites	Components [includes understanding of KEY concepts & subject specific vocab]	Formal Retrieval [if any]	Opportunities for developing literacy skills	Employability Skills [if any]	Assessment Opportunities
9 Lessons – Food – Basic Principles of Nutrition					
<ul style="list-style-type: none"> Balanced Diet Nutrition 	<ul style="list-style-type: none"> Eatwell plate 5-a-day Micronutrients Macronutrients Sources Nutritional analysis 	<ul style="list-style-type: none"> Healthy and unhealthy foods 	<ul style="list-style-type: none"> Presenting information in an easily accessible format. 	<ul style="list-style-type: none"> Staying healthy 	<ul style="list-style-type: none"> Summative theory assessment – Lesson 9
<ul style="list-style-type: none"> Equipment and utensils Heating/cooking methods 	<ul style="list-style-type: none"> Knife skills Measuring Ingredients Ovens and hobs 	<ul style="list-style-type: none"> Application of skills Safety 	<ul style="list-style-type: none"> Interpreting written instruction. Listening skills. Communication skills. 	<ul style="list-style-type: none"> Following instructions. Time management. Team work. 	<ul style="list-style-type: none"> Formative practical assessment – 4 tasks
9 Lessons – Design Technology – Plastic fusing					
<ul style="list-style-type: none"> Materials Sustainability Design skills Components Making skills 	<ul style="list-style-type: none"> Plastic properties Recycling – types of plastic Carbon footprint Plastic fusing Prototyping, iterative design Standard Components Laser cutting Marking out Health and Safety 	<ul style="list-style-type: none"> Measurements Scale Technical Drawing Skills 	<ul style="list-style-type: none"> Discussion Listening skills Conveying ideas 	<ul style="list-style-type: none"> Computer Aided Design Sustainability 	<ul style="list-style-type: none"> Summative theory assessment – Lesson 9 Assessment of final product and self-evaluation

9 Lessons – Computing – Graphic Design

<ul style="list-style-type: none"> • Vector Graphics 	<ul style="list-style-type: none"> • Shapes • Manipulation • Decomposition • File Structure 	<ul style="list-style-type: none"> • Shapes • File and folder structure 	<ul style="list-style-type: none"> • Writing to persuade. • Creating for an audience. 	<ul style="list-style-type: none"> • Writing to persuade. • Creating for an audience. 	<ul style="list-style-type: none"> • Summative theory assessment – Lesson 9
<ul style="list-style-type: none"> • Bitmap graphics 	<ul style="list-style-type: none"> • Pixels • Manipulation • Selection • Moral and Ethical issues 				<p>Assessment of final product:</p> <ul style="list-style-type: none"> • Edited bitmap graphic combined with vector graphic
<ul style="list-style-type: none"> • Creating work for an audience 	<ul style="list-style-type: none"> • Combining work from different apps 				

9 Lessons – Computing/Design Tech – Marble Run

<ul style="list-style-type: none"> • Microcontrollers • Programming • Circuits • Forces and movement 	<ul style="list-style-type: none"> • Input and output • If/then/else, logic • Sensors and actuators • Cams, gears and drive chains 	<ul style="list-style-type: none"> • Electrical circuits • Forces 	<ul style="list-style-type: none"> • Annotation • Listening Skills 	<ul style="list-style-type: none"> • Programming skills • Logic 	<ul style="list-style-type: none"> • Summative theory assessment – Lesson 9 <p>Assessment of final product:</p> <p>Microbit programmed to respond to inputs with outputs that move a marble on</p>
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