Year 7 Design & Technology

In Year 7, students begin by exploring Food Technology through healthy eating and basic culinary skills, and Textiles by designing a Day of the Dead mask, building confidence in practical work and creative design. Simultaneously in Product Design they sketch, prototype and manufacture battling spinning tops, learning about materials, CAD/CAM, and workshop tools. These projects build core design, technical and theory skills - sketching, material properties, tool use -which then underpin more independent and complex projects in Years 8–9 and eventually GCSE and A-level options. The journey helps pupils see how skills connect and grow over time.



Healthy eating and basic culinary skills

Cous-cous, savoury muffins, stir fry, crumble and more to learn basic skills and healthy eating knowledge.

2

1

Day of the Dead Mask

Hand stitching, applique and embroidery inspired by Latin America.



3

Battle Tops

Manufactured using CAD software and laser cutters, using plastic, hard, soft and manufactured boards.





Year 8 Design & Technology

In Year 8 Design & Technology, pupils build on foundational skills learned in Year 7 and begin integrating electronics and more independent design. In Textiles, students design and sew a bucket hat, using e-textile elements like embedded LEDs to explore function, decoration, and form. In Food Technology, they investigate staple foods - understanding their nutritional value, processing, and how to cook a wider range of dishes safely and creatively, whilst also developing their evaluations writing skills. In Product Design, they design and build electronic light projects, developing circuit knowledge, prototyping and CAD skills. Across these units, students steadily gain confidence in combining aesthetics, function, technical skills and most importantly independence



Staple Foods

Bread, spaghetti, pizza, muffins and more.Learning the scientific function of ingredients.

2

1

Festival Bucket Hat

Combining electronics and textiles to create a festival bucket hat of their own design



3

Electronic Light Project

Imagination and design a product using a circular circuit board. CAD and CAM skills.





Year 9 Design & Technology

In Year 9 students deepen their design and food skills in specialist pathways. In Food Technology, they explore vegetarianism, food poverty and cooking on a budget, understanding nutrition, sustainability and resourceful recipe planning. In Product Design, pupils undertake an Architectural Project, applying skills in research, design development, modelling, technical knowledge and construction to respond to real architectural briefs. In Textiles students upcycle old close when designing and making an attractive piece of lounge wear applying skills they learned in year 7 and 8. This year acts as a bridge: pupils increasingly make independent design decisions, experiment with materials and technologies, and build strong foundations for choosing D&T at GCSE and beyond.



Vegetarianism, & cooking on a budget

Dietary needs, cultural influences. Ingredient functions and different diets. Plan and make a £1 meal.

2

1

Lounge Wear

Using full scales patterns to create a wearable lounge wear garment



3

Architectural Project

Perspective drawings of using shipping containers and alternatives to traditional buildings.



