

Subject	Technology		
	Interpretation of National Curriculum into Year group Endpoints		
Year	Term 1	Term 2	Term 3
7	<p>Pupils will study the following areas through the year. They will not necessarily follow in the order shown below.</p> <p>Resistant Materials - Pewter casting: Biomimicry (design inspiration from nature); cutting and shaping; casting, cleaning and polishing metals; materials testing. Sweet dispenser: Marking out, cutting, shaping and drilling timber; temporary and permanent methods of joining timber; 2 dimensional CAD and laser cutting; thermoforming plastics</p> <p>Textiles - E-Textiles Wristband - Different methods of sewing by hand and machine, how to change the shape and appearance of fabrics, how textiles have developed with Technology and how electronics can work within Textiles products. Monster Mascots - Looking at how textiles differ across cultures and how designers can be influenced by different cultures. Designing and making a Mascot for country of your choice.</p> <p>Food - understand how to work safely and hygienically in a large kitchen. Begin to work with a range of preparation skills and cooking methods. Students will also learn how to cook dishes for different target markets independently, but also as part of a team. Dishes will include fruit salad, crumble and pizza toast.</p>	<p>Pupils will study the following areas through the year. They will not necessarily follow in the order shown below.</p> <p>Resistant Materials - Pewter casting: Biomimicry (design inspiration from nature); cutting and shaping; casting, cleaning and polishing metals; materials testing. Sweet dispenser: Marking out, cutting, shaping and drilling timber; temporary and permanent methods of joining timber; 2 dimensional CAD and laser cutting; thermoforming plastics</p> <p>Textiles - E-Textiles Wristband - Different methods of sewing by hand and machine, how to change the shape and appearance of fabrics, how textiles have developed with Technology and how electronics can work within Textiles products. Monster Mascots - Looking at how textiles differ across cultures and how designers can be influenced by different cultures. Designing and making a Mascot for country of your choice.</p> <p>Food - understand how to work safely and hygienically in a large kitchen. Begin to work with a range of preparation skills and cooking methods. Students will also learn how to cook dishes for different target markets independently, but also as part of a team. Dishes will include fruit salad, crumble and pizza toast.</p>	