Year 7
Creative Tech Sample Carousel

Understanding nutritional information and food labels, calculating nutritional content

Make a range of meals/dishes such as salads, smoothies, pizza, chicken goujons, rock cake

Writing detailed explanations of the practicals they do

Practice cooking skills

FOOD

TERM 4

what sets these devices apart from other purpose-built machinery

Main hardware components required to execute programs.

How the processor, memory, storage, and communication components interact with each other. Learners will get acquainted with the micro:bit

Learners will discuss the mobile technologies of 3G, 4G, and 5G, also learn about web page design, specifically the use of tags and their modification

Creating a web page to summarise their learning over the entire unit

COMPUTING

TERM 3

Use Photoshop design skills

Learning about different artists and getting inspiration from them

Learning and applying the formal elements tone, texture - drawing insects, abstract paintings

ART

TERM 2

Design the geometric shaped pattern on Vectr.com

Finer Details on the monster – Eyelids/ curled tail

DESIGN TECHNOLOGY

TERM 1

Basic freehand drawing 2D Shapes/ 1 point perspective/ 2 point perspective

Learn basics of using Tinkercad – make a small box & lid / keyring

Constructing a phone holder from simple geometric shapes

Developing skills – hand sewing and use of a sewing machine

Year 8
Creative Tech Sample Carousel

Learning about micro and macronutrients and the role they have in obesity

Make a range of meals/dishes such as more advanced salads, risotto, pasta pomodoro, fruit crumble, carrot cake

Writing detailed explanations of the practicals they do

Practice cooking skills

FOOD

TERM 4

To create a Flat Design robot design using simple geometric shapes

Create at least one Matisse cut-outs inspired digital collage. To appreciate the artwork of Henri Matisse

Surrealism – build a digital collage using the themes of Space or nature, including at least a background and foreground

Create a drawn portrait in Photoshop in the style of Julien Opie

Portrait in Photoshop inc the surreal artist's style

DIGITAL ART

TERM 3

Drawing bodies in proportion

Understand how to express the idea of mood and emotion using colour – look into artists e.g Tim Burton

Introduction into manga – creating a manga self-portrait

ART

TERM 2

Precision in construction/outline and colours used to add shading

Isometric drawing

DESIGN TECHNOLOGY

TERM 1

Basic freehand drawing 2D Shapes/ 1 point perspective/ 2 point perspective

Create door sign to develop skills and confidence using the laser cutter software.

Learn about electronics, exploring simple /parallel circuits using LEDS, copper tape and card

Create a parallel circuit or more than one circuit on their board game.

Year 9
Creative Tech
Sample
Carousel

FOOD — TERM 4

Understanding nutritional information and food labels, calculating nutritional content	Make a range of meals/dishes such as salads, smoothies, pizza, chicken goujons, rock cake	Writing detailed explanations of the practicals they do	Practice cooking skills

COMPUTING — TERM 3

Python programming – introduced to displaying messages, assigning values to variables, etc.	Introduction to counting - simplest example of variables that are used to compute results iteratively	Selection of meaningful mini-projects that will allow them to apply the knowledge and skills they have acquired so far	Understand how to use modelling software to determine outputs given a scenario	Explore concept of hacking and the techniques used by hackers to exploit computer systems

ART — TERM 2

Drawing exercises & facial features	Mental health final piece – based on a famous person who has spoken out about their mental health	Artist research –Frida Kahlo, being able to create a response	Constructing a mascot/ logo for their crisp packet from simple geometric shapes	Isometric drawing

DESIGN TECHNOLOGY — TERM 1

Basic freehand drawing 2D Shapes/ 1 point perspective/ 2 point perspective	Construct a crisp packet from felt using e-textile components such as conductive thread to create simple circuits with a switch and light.	Hand sewing and use of a sewing machine, developing fine motor skills and hand-eye co-ordination	Learn basics of using Tinkercad – make a Keyring/ box & lid