

Year 9 Curriculum Map: Art; Food and Nutrition; Design and Technology

	Art	Food & Nutrition	Design Technology
Unit Title & Assessment Task	<p>Visual and Tactile Texture Techniques, Artists page and Portrait.</p> <p>End of unit assessment that will include a focus on drawing and shading techniques incorporating textures; 3D model and understanding of how to create work in the style of Artist's.</p>	<p>Making family meals</p> <p>End of unit assessment will include a focus on safety and skill in a free choice practical lesson and revising the baseline assessment.</p>	<p>Let your light shine!</p> <p>End of unit assessment will include a focus on creativity, designing, manufacturing and basic electronics.</p>
Key Knowledge/ Skills	<p>Understand and use a range of media combined with mark making to create textures. (biro/pencil crayon/oil pastel/pencil, paper, clay)</p> <p>Learn and master a range of oil pastel techniques. (monoprinting, blending and Sgraffito)</p> <p>To create a clay 3D monster with textures.</p> <p>Practice/master creating a range of pencil values including subtle tones.</p> <p>Practice using the elements of Art on a range of expressive eye studies.</p> <p>Learn how to develop ideas linked to Artists and create a GCSE style Artist's reference page.</p> <p>Learn how to draw a face in proportion.</p>	<p>Understand about different kitchen hazards, understand how to avoid cross contamination and understand key temperatures for storage.</p> <p>To look into each section of the Eatwell guide developing knowledge of examples, functions and excess and deficiencies.</p> <p>To understand how to plan meals for specific individuals with nutritional needs.</p> <p>To understand how to read and analyse packaging</p> <p>To understand why different people, choose different foods through development of sensory analysis</p>	<p>To understand about the safe use of the DT space, tools and equipment with a focus on metals.</p> <p>To know how the iterative process is used to solve real life problems.</p> <p>To know how the analysis of existing products is used to develop new ideas.</p> <p>To know how to communicate design ideas using techniques including: sketching, 3D drawing and modelling.</p> <p>To understand how manufacturing skills can be applied to different materials including; timber, plastic and metals.</p>
Rationale:	The scheme develops students' techniques using a range of materials. It enables students to develop a critical understanding of artists and use this to develop their own ideas building on yr7 and 8 skills.	The scheme builds from KS2 and from KS3 (from year 7 and 8) and develops students understanding further of nutrition by focusing on each section of the Eatwell guide in depth.	The scheme recalls and builds on year 7 and 8 learning and allows pupils to further develop their understanding of key analysis, design and make strategies. Students continue to develop

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		<p>Development of more methods and techniques of preparing and cooking food, whilst following simple health and safety rules and developing time management skills whilst cooking more difficult meals.</p>	<p>the skills of problem solving and planning in readiness for KS4 and beyond.</p>
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