Year 8 Curriculum Map: Art; Food and Nutrition; Design Technology

	Art	Food & Nutrition	Design Technology
	Drawing/Painting Techniques/Skulls (Day of the Dead)/ Surreal Eye.	Making mini meals	Cultural influences.
		End of unit assessment will include a focus on	End of unit assessment will include a focus on
	End of unit assessment that will include a	safety and skill in a practical lesson and	creativity, designing, manufacturing and assembly.
	focus on drawing and shading techniques	revising the baseline assessment.	
Unit Title	(skill and control); watercolour		
& Assessment Task	techniques (blending and washes) and		
	understanding of how to develop ideas		
	in the style of Artist's.	Hadaalaadaadaha Idiffaaali Babaabaada	Hadamara dala a tiba a fara a filha BT a cara
	Understand a range of drawing and painting techniques with watercolour.	Understand about different kitchen hazards and Understand how to avoid cross	Understand about the safe use of the DT space, tools and equipment.
	painting techniques with watercolour.	contamination	tools and equipment.
	Learn a range of oil pastels techniques.		Learn about how design might be influenced by
	(monoprinting, blending and Sgraffito)	Recap the Eatwell guide and its functions	different cultures.
Key Knowledge/	To understand the Mexican Day of the	To understand how to flavor foods and dishes	Learn how to create working drawings.
Skills	Dead festival.		
		To understand why ready meals and products	Learn about and understand how to create a
	Understand how to use layering and	are consumed	design specification.
	graduation with mixed media.	To develop concentives bulger.	Courth on aloughous assuming shills
	Learn how to develop ideas linked to	To develop sensory vocabulary	Further develop manufacturing skills.
	Artist's.		
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Rationale:	The scheme develops students'	The scheme builds from KS2 and from KS3	The scheme revisits and builds on year 7 skills and
	techniques using a range of materials. It	(from year 7) and develops students	knowledge and allows pupils to further develop
	enables students to develop a critical	understanding further of nutrition and	their understanding of key design and make
	understanding of artists and cultures and	different types of food groups whilst	concepts. Also, students are introduced to problem
	use this to develop their own ideas	introducing more methods and techniques of	solving and planning strategies which are key skills,
	building on yr7 skills.	preparing and cooking food, whilst following simple health and safety rules and developing	not only in D&T, but in everyday situations.
		time management skills whilst cooking.	
		time management skins winist cooking.	