

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:	<p>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.</p>	<p>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.</p>	<p>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</p>

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		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.	the skills of problem solving and planning in readiness for KS4 and beyond.
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